KRUSTY & THE SIMPSONS ON SUPER NINTENDO!

GP Publications, Inc.

Game Players™

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Nintendo® Guide

SUPER BATTLETANK
WAR IN THE GULF

ZELDA III —
First of a Three-Part Feature!

CASTLEVANIA IV hints
MIGHT & MAGIC maps
TINY TOONS for Game Boy

PLUS
XARDION
RBI BASEBALL 3
TOP GEAR
Latest Golf Simulations!

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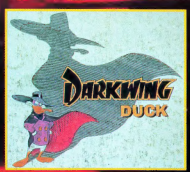

Cartoon Hero Swoops onto NES

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JULY 1992
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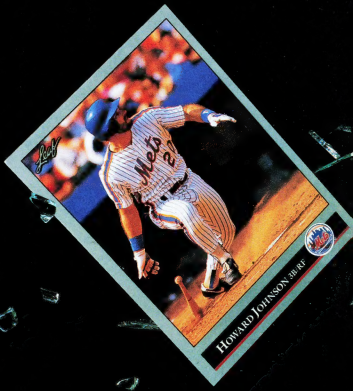
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TABLE OF CONTENTS

Krusty's Super Fun House — page 14

DEPARTMENTS

Editor's Notes ____ 4
Today's movies are tomorrow's videogames.

Mailbag ____ 6
We answer your questions about Super Mario World, Final Fantasy II, Mega Man 4, *and many more.*

Hot Shots ____ 10
The latest industry rumors on games from Batman Returns *to* The Ren & Stimpy Show.

FEATURES

Krusty's Krafty Kapers ____ 14
Krusty the Clown takes center ring in Krusty's Super Fun House, *the Simpsons' first SNES appearance.*

Zelda's Zoo ____ 20
Check out all the Overworld monsters found in The Legend of Zelda: A Link to the Past.

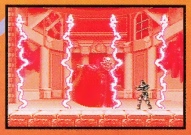
***Wings 2* Is Aces!** ____ 28
Fly WWI missions in a squadron of pilots with all the right stuff.

***Darkwing Duck* Takes Wing** ____ 30
The fowl crimefighter stars in his first videogame, an NES adventure.

The Return of the Living Dead ____ 37
Here are all the deep, dark, deadly secrets you need to finish Super Castlevania IV.

The Terror of *Toon* Town ____ 44
Those Tiny Toon heroes have their work cut out for them in this Game Boy title — saving Babs from Montana Max.

Darkwing Duck — page 30



Super Castlevania IV — page 37

Tanks a Lot ____ 48

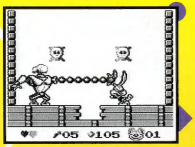
Take a look at the Gulf war simulator Super Battletank *— and see what designer Garry Kitchen has to say about his game.*

Fore! Tee Up with the Latest Golf Games ____ 54

From Jack Nicklaus *to* Pebble Beach, *the newest Game Boy, NES, and SNES golf games have something for every linkster.*

We've Got the Maps — You've Got the *Might & Magic* ____ 58

Enter the Gates to Another World *with our hints and maps for this huge SNES role-playing game.*



Tiny Toon Adventures: Babs' Big Break — page 44

Top Gear — page 69

REVIEWS

Xardion ____ 64

Fight as three different characters in this futuristic SNES game from Asmik.

RBI Baseball 3 ____ 65

Real players and real teams take the field in Tengen's best NES-compatible simulation yet.

Gold Medal Challenge ____ 66

Capcom visits the Summer Olympics in this 17-event NES game.

World Circuit Series ____ 67

Ultra takes a no-nonsense approach to Formula One racing in this new Game Boy title.

Dragonstrike ____ 68

Fly a dragon instead of a helicopter in FCI's new NES action game.

Top Gear ____ 69

Kemco's racing game for the Super NES does everything right.

Power Punch II ____ 70

Mike Tyson is all that's missing in American Softworks' NES followup to Punch-Out.

Blaster Master Boy ____ 71

Sunsoft's new Game Boy adventure has more in common with RoboWarrior *than* Blaster Master.

Game Players Nintendo Guide

JULY 1992

Selby Bateman, Executive Editor
Amy L. Pruette, Senior Art & Design Director
Lance Elko, Editorial Director
Leslie Mizell, Associate Editor

Contributing Editors
Matthew A. Firme
Stephen Poole

Vincent G. Matthews, Director of Game Testing
James C. Slate, Assistant Editor

Irma Swain, Production Director
Edwin C. Malstrom, Art Director
Laura C. Morris, Senior Graphic Artist
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Tom Valentino, Vice President, Finance
Jeanne-Marie Duffy, Circulation Manager
John G. McMahon, National Sales Manager
Kathleen H. Ingram, Marketing Manager
Pamela Lambert, Production
& Customer Service Coordinator

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Garry Kitchen's Super Battletank cover photograph courtesy of Mason Morfit.

"The Simpsons" and "Krusty the Clown" TM & © 1992 Twentieth Century Fox Film Corporation.

"Darkwing Duck" © Disney

BPA CONSUMER MAGAZINES

MPA

EDITOR'S NOTES

Summer movie hits mean big money for the silver-screen producers — and for the videogame industry, too. A company that obtains the right to do a videogame version of a big-name film is guaranteed a certain number of sales just on the title alone. And, in turn, videogame sales often spur the movie industry to make more movies. Look at *Teenage Mutant Ninja Turtles*: first a comic book, then a couple of good videogames, then a wildly successful movie, then more, even bigger videogames ... you get the picture.

Of course, most companies only *hope* for a license as big as *TMNT*. And most kids hope for games that live up to the promise of their movie versions — too often they're disappointed. *Ghostbusters*, *Die Hard*, *Predator*, *Indiana Jones and the Temple of Doom*, *Home Alone*, and *The Rocketeer* videogames were a letdown. *Robin Hood: Prince of Thieves*, *The Little Mermaid*, *Indiana Jones and the Last Crusade*, and *Terminator 2* fared better. We've seen *The Hunt for Red October*, *Bill & Ted's Excellent Adventure*, *Total Recall*, the *Star Wars* trilogy, *Robocop*, *Who Framed Roger Rabbit*, and *Hook* all translated with varying levels of success.

Now the computer and videogame market is so big that games are influencing movies and TV shows. *Carmen Sandiego* and *Maniac Mansion* have both been on TV for more than a year, and *Little Nemo* (also, of course, based on the comic strip) and *Super Mario Bros.* will soon be in a theater near you.

So when you're watching *Alien*^{3}, *Batman Returns*, *Patriot Games*, *Encino Man* and other big movies this summer, ask yourself, "Can the videogame version be far in the future?".

Leslie Mizell
Associate Editor

NATIONAL ADVERTISING SALES:

Michael J. Romano
GP Publications, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500

Regional Advertising Representatives:

East:
Peter Mayer
GP Publications, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500

Midwest:
Norman Kamikow
Kamikow & Co.
676 St. Clair St.
Suite 1900
Chicago, IL 60611
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West:
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22700 South Crenshaw Blvd.
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The field reports are in: Super Battletank™ scores a decisive victory!

Command the state-of-the-art weaponry and guidance systems of the fearsome M1A1!

Re-create actual Desert Storm maneuvers!

Ten action-packed missions that culminate with assaults on major enemy targets!

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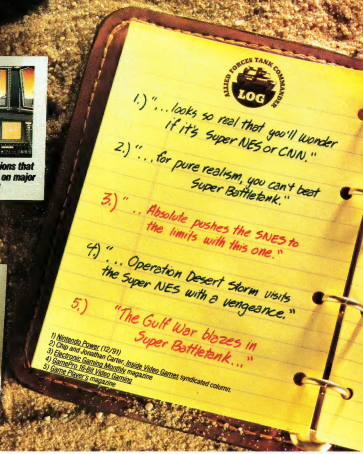
ALLIED FORCES TANK COMMANDER
LOG
1.) "...looks so real that you'll wonder if it's Super NES or CNN."
2.) "...for pure realism, you can't beat Super Battletank."
3.) "...Absolute pushes the SNES to the limits with this one."
4.) "...Operation Desert Storm visits the Super NES with a vengeance."
5.) "The Gulf War blazes in Super Battletank..."
1) Nintendo Power; (12/91)
2) Chip and Jonathan Carter; Inside Video Games, syndicated column.
3) Electronic Gaming Monthly magazine
4) GamePro; (9/91) Video Games
5) Game Informer magazine

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And coming soon: ***Super Battletank*** *on the Sega™ Genesis™!*

Designed by Garry Kitchen and Alex DeMeo.

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MAILBAG

The Legend of Zelda

I'm having trouble with *Zelda*. I've beaten levels 1-4 and am on level 5. Can you help me get the whistle?

Kamale
Los Angeles, CA

It's in labyrinth #5, near some blue knights.

John Madden Football

How do you use the no-huddle offense in *John Madden Football* for the Super Nintendo?

Eddie
Houston, TX

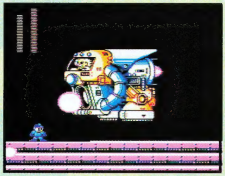
Sorry there's not a no-huddle feature, but you can simulate it by picking the same offensive set twice in a row, then choosing your play quickly. You'll usually get a play off within 15 seconds.

Mega Man 4

How do you defeat Dr. Wiley in *Mega Man 4*? You said you have to aim at the blue circle, but I can't reach it. Can you give me any tips?

Damien
Albany, NY

There are two ways to hit the blue circle. One is to shoot a dive missile at it, but wait right until it hits the circle to detonate it. Or you can stand underneath the circle and shoot your wire weapon at it.



The Legend of Zelda: A Link to the Past

In *Zelda III* for the Super NES, how do you get the book off the shelf, and where do you get the webbed feet? How do you get the sword and enter the other labyrinths?

Andrew
Beacon Hill
Australia

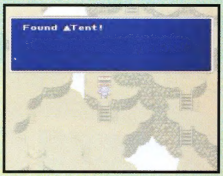
Use the Pegasus Boots and do a dash attack to make the book fall off the shelf. You get webbed feet from a fished named Zora who lives in the waterfalls in the far upper right corner of Hyrule. And you find the Master Sword in the lost woods — but you can't remove it until you've collected all three pendants.

Final Fantasy II

I'm wondering how you get to the treasure chests on the bottom floor of the Cave of Summoned Monsters in the underground. Also, I was wondering where you find the power armor, cursed ring, rune axe, samurai bow, drain and dragon staff, assassin knife, change rod, and silence staff. *Final Fantasy II* is my favorite SNES game, but it would be even more exciting and fun if I knew where to find these items.

Kevin
Bandon, OR

Use "Float" on level B-4 and go down and to the right to find the treasure chest. Walk above it and look for a notch in the wall. Go into it to warp to the level below, where you'll find many of the objects you're looking for.



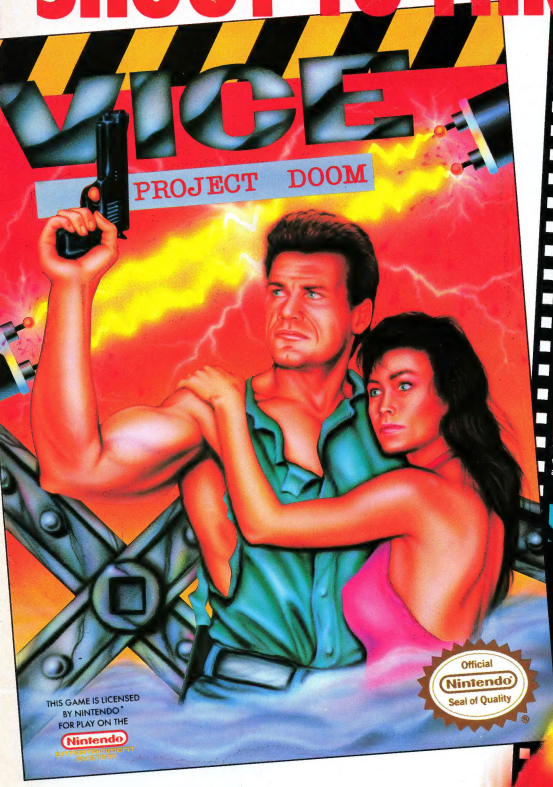
Uninvited

How do you open the safe in the Magesterium? And how do you push the being into the water?

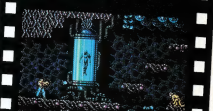
Shane
Harbour Grace, Nfld.
Canada

Look for a piece of paper in the study with the atomic weights of some minerals printed on it. Use these numbers for the combination to the safe. To push the being into the water, simply place the icon on him and place him where he needs to go. It's easy!

SHOOT TO THRILL!



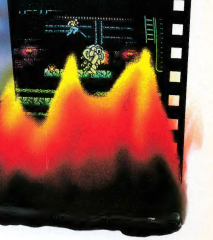
Take to the highway in your Super-Charged Street Machine!



Blast, whip, and bomb your way in to action!

You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.

A storyline to keep you plastered to the action.



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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The Simpsons: Bart vs. the World

Can you give me some tips on the best way to get past the filmstrip Bart has to go in during the last level of *Bart vs. the World*? And how do you beat the movie director Burns?

Scott
Scottsdale, AZ

Sorry, Scott, but there aren't any tricks here. Getting through the filmstrip is simply a matter of timing — and it takes a lot of practice.

G.I. Joe: The Atlantis Factor

I'm having trouble beating Road Pig in the first level. How do I do it?

Adam
Camp Hill, PA

The first boss — who isn't the Road Pig, by the way — can be beaten by selecting the machine gun. Kneel while you shoot him, and he shouldn't pose a big problem. However, you need to reach him with a level 2 gun and four life bars.

Maniac Mansion

Is it possible to finish *Maniac Mansion* without the help of Bernard or Michael? The other characters seem too inept to complete the most important tasks. I have played the "others" to the point of unbridled frustration. A hint, some small morsel of help, *please* — or I might be tempted to push the red button in the pool and we'll *all burn*!

Ed
Rowland Heights, CA

Our game testers humbly point out that you're the one who's inept, Ed, and you've got to stop blaming things on the characters. Maniac Mansion is designed so that you can finish the game with any three characters, although Bernard and Michael are indeed two of the best to use. You're probably just missing something. So take your finger off the red button and start searching again!

Super Mario World

In my Super Mario World instruction book, it speaks of "The Legend of the Colored Yoshis." Where do I find the red yoshi, blue yoshi, and yellow yoshi?

Phillip
Grifton, NC

When you reach the Star Zone, you'll find a different-colored yoshi in each level. Each color signifies a different yoshi ability.

Sim City

I can't get *Sim City* to turn into Megopolis from the "Start a New City" menu, or the final scenario called "Freeland." Can you tell me what's wrong?

Joe's Luis
Pemberton, NJ

It sounds as if you're doing everything right. However, you can't ever choose Megopolis from the Start menu — you must earn your way to this ultimate stage. As a matter of fact, there are certain land masses that don't lead you to Megopolis. Land Mass 61 is the only one we've found so far that results in Megopolis.

Beetlejuice

In *Beetlejuice* for the NES, how do you beat the first boss that has a spray can?

Wilson
Newport News, VA

Use your skeleton scare and back him against the wall until he's destroyed.

Send your questions to:

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We regret that we cannot reply to individual requests.

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HOT SHOTS!

NEWS • PREVIEWS • EVENTS • BESTSELLERS

ACCLAIM: NINTENDO BACK TO JAPAN... Acclaim Entertainment, the largest U.S. Nintendo licensee, is taking its games back to Japan.

The Super Famicom version of Acclaim/LJN's 16-bit *WWF Super Wrestlemania* will soon be available in Japan — making Acclaim the first U.S. company to publish 16-bit software in Japan.

The game, which was licensed, developed, and programmed in the U.S., has been a big hit in North American release. Now eager wrestling fans in Japan can play the likes of Hulk Hogan, Jake "The Snake" Roberts, and eight other World Wrestling Federation wrestlers.

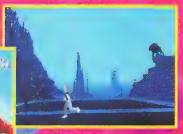
Super Star Wars

In addition to its shift into the Japanese marketplace, Acclaim has also moved aggressively in recent months to enter the Sega Genesis market with its Flying Edge line of game software, as well as its purchase of computer and videogame publisher Mirrorsoft Ltd. of Great Britain.

SCI-FI TITLES ON THE INCREASE... Two hot science-fiction games for the Super Nintendo are in the works — one's familiar and one literally guarantees to be out of this world.

LucasArts and JVC are combining forces again with *Super Star Wars*. Based on the original *Star Wars* movie, *Super Star Wars* promises CD-like music quality with digitized sound effects and voices.

Interplay — a new Nintendo licensee with just one title, *R.P.M. Racing* — is working on *Out of This World*. The computer version of this graphic adventure received accolades from the press at early showings.

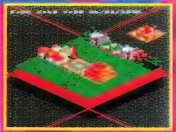


Out of This World

YOUNG INDY GETS OWN GAME... Jaleco plans to release *Young Indiana Jones* in October, shortly after the George Lucas series returns for a second season. There's bad news for *Indy* fans, though — ABC has scheduled the show for 8 p.m. Mondays, where it will compete against NBC's ultra-cool teen hit "Fresh Prince" and, worst of all, won't be shown until after Monday Night Football on the West Coast. He may not have much pull with the network, but Lucas has control over the videogame storyline.

Strategy fans should be watching for *Utopia*, a new game that blends aspects of two very popular SNES games, *Populous* and *Sim City*. Players try to build perfect worlds on designated plots of land.

Jaleco's also working on *Goal Two* for the NES (also released in October), *Goal!* for the SNES (fourth quarter release), and the Game Boy version of *Rampart* (another October offering). There's a *Rival Turf*-like action game on the books for sometime early in 1993.



Utopia from Jaleco

RUMORS, WE HEAR RUMORS... In the weeks prior to the Summer Consumer Electronics Show, the rumors about new games and fast deals were flying hot and heavy (read all about the show in next month's issue!).

Happy, happy! Joy, joy! One of the tastiest pieces of gossip involves those Nickelodeon stars Ren and Stimpy. Companies have been vying for the videogame rights to these cult favorites, but we've found out it's THQ who's won the battle.

Videogames based on "The Ren and Stimpy Show" cartoon will be released for SNES, NES, Game Boy, and in CD-ROM format when the system debuts in January. THQ says that all four games should be on the market by next May. Can we expect Powdered Toast Man to make an appearance? How about Dream-Date Log? The Happy Helmet? Bloated Sacks of Protoplasm? Only THQ knows for sure. Watch for more on the games as we uncover it.

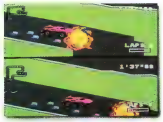
The Legend of Zelda: A Link to the Past is disappearing off store

MUD AND GUTS.

Get in. Fire it up. And then hang on. You're in control of the ride of your life!

THE ONLY HEAD TO HEAD RACING GAME ON THE SUPER NES

Engines scream as the monster truck flies into the lead. All four racers spill over the dirt hill and slam onto the asphalt surface. Pushing past the pack in true dune buggy style, the Sandrail hits an ice patch and skids off the track. The Eurocar crashes through the open hole, but not before dropping off a few mines to slow down any slip-streamers.



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Super NES Screens Pictured.

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HOT SHOTS!

shelves as fast as it arrives. Nintendo of America reported in May that its game counselors were receiving an average of 7,500 phone calls a day on *Zelda* alone — about half the total number of calls they get in a day.

The latest word from Enix is that *Dragon Warrior IV* will be released for the NES in late October. The Super NES *Dragon Warrior V* will follow in 1993.

MicroProse is working on SNES translations of two of its biggest PC hits, *Railroad Tycoon* and *Strike Eagle*. Expect an NES F-117A flight simulator from the company as well.

Famous board games *Clue* and *Boggle* are joining the Parker Brothers videogame lineup, which already includes *Monopoly*. SNES players will be able to see Professor Plum and Miss Scarlett in their 16-bit glory with *Clue*, and they'll be able to go directly to jail with Parker Brothers' SNES *Super Monopoly*. The word game *Boggle* will be released for Game Boy.

Danny DeVito is out, and Bob Hoskins is in! DeVito's scoring big as the Penguin in *Batman Returns*, so his price tag is evidently too high for the Super Mario Brothers movie. Now Hoskins (*Who Framed Roger Rabbit*, *Passed Away*) will star as Mario, with John Leguizamo (*Hangin' with the Homeboys*) as Luigi. The plot has the Italian plumbers saving a damsel in distress from a half-dinosaur, half-human villain, played by Dennis Hopper. Doesn't sound like Bowser to us!

And speaking of *Batman Returns*, Konami plans on having the NES videogame based on the movie in stores by Christmas, with the SNES version arriving in January 1993. The one- or two-player action-adventure game lets you drive the Batmobile and Batboat as you try to save Gotham City from the clutches of the Penguin and Catwoman.

Will he or won't he? By now, Hudson Soft will have decided whether or not to release a Bonk videogame for NES and Game Boy. Bonk was the hero of a popular game for NEC's TurboGrafx-16. Our sources say the head-banger is a go.

The *Ultima* series will continue with *Warriors of Destiny* for the NES, the third game in FCI's cycle, which also includes *Ultima: Exodus* and *Ultima: Quest of the Avatar*. An 84-page hint book will be included with each game, and a battery back-up feature is also included to save games in progress.

Sony Electronic Publishing Company has just announced that it's joining with Sega of America to produce videogames and interactive entertainment. Sony will develop and market games for both the Genesis and Game Gear, and it will be the primary publisher for the Sega CD when the machine is released later this year. According to a spokesperson, a "substantial" number of Sony games should be available before Christmas.

Galoob Toys plans to unveil a Game Genie for Game Boy during the Summer Consumer Electronics Show, plus "a surprise." Sega Genesis? Super Nintendo? Both? We'll let you know.

SPA ANNOUNCES WINNERS... During its annual conference, the Software Publishers Association (SPA) announced the winners of its business, educational, and consumer software awards. Although videogames can be nominated for the SPA awards, they rarely win — but licensees definitely take notice of the winning games for possible translation down the road. *Lemmings*, for example, has already made the jump.

Big winners were *SimAnt* from Maxis (best educational tool and best simulation program), *Sid Meier's Civilization* from MicroProse (Best Entertainment Program (tie) and Best Strategy Game), *Lemmings* from Psygnosis (Best Entertainment Program (tie)), *Martian Memorandum* from Access (Best Fantasy Role-Playing/Adventure), *Links Championship Courses* from Access (Best Sports Program), and *Where in America's Past is Carmen Sandiego?* from Broderbund (Best Home Learning Program).

Civilization and LucasArts' *Secret Weapons of the Luftwaffe* tied for the Critic's Choice Award for Best Consumer Program.

"...step up to the plate..." – Game Pro

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"A baseball dream come true...!" – Nintendo Power

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"All the excitement of a pennant race...unique perspectives allow you to see what the players in the field see!" – Nintendo Power

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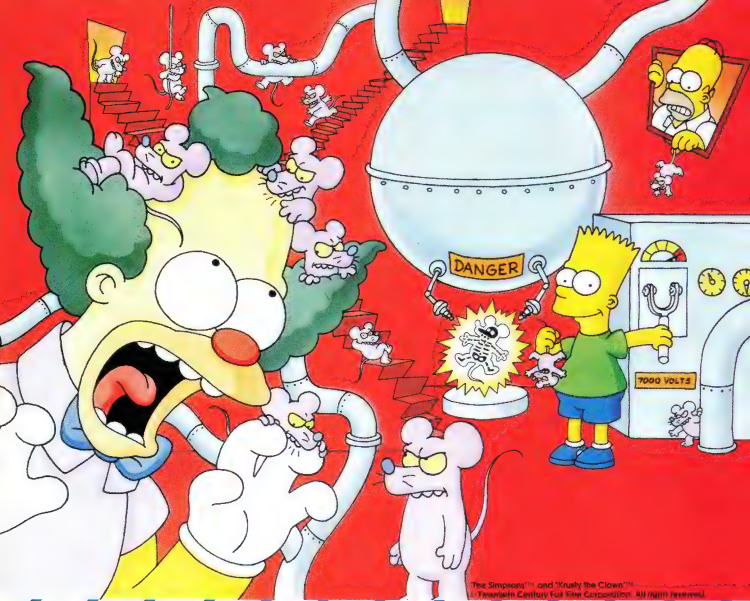

"The Simpsons"™ and "Krusty the Clown"™
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KRUSTY'S KRAFTY KAPERS

CHRIS SLATE

It seems a little weird that the first Simpsons game for the Super Nintendo doesn't even star the Simpsons. But in actuality, the Simpsons would have trouble filling Krusty's big clown shoes.

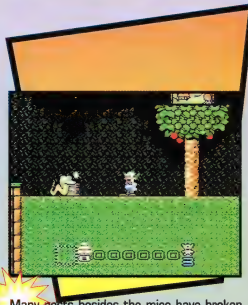
In this mix of strategy and action, *Krusty's Super Fun House* has been invaded by mice, and he must hunt them down, then destroy them. Krusty's work is cut out for him, but he's not alone — the Simpson family has decided to help out Bart's hero. Each of the Simpsons operates his or her own special mousetrap, and all Krusty must do is gather the mice and lead them to their doom.

Krusty's Super Fun House is a lot like Sunsoft's *Lemmings*, except that you're leading small creatures to their deaths instead of saving them. But *Krusty* is a very good game on its own. There's a ton of puzzles to figure out and dozens of rooms to explore. The game also has very colorful graphics and a great circus soundtrack. *Krusty* is a game you'll find very tough to stop playing.

ACCLAIM
SUPER NES

Acclaim: 71 Aubrey Avenue, Oyster Bay, NY 11771

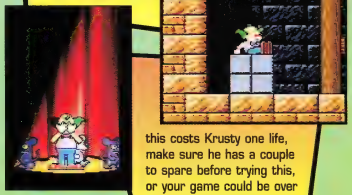
Krusty's Super Fun House is *big*! You can enter several sections of the house from the main hall, each of which is divided into many different rooms. Each room, of course, has a puzzle for Krusty to solve.



Many pests besides the mice have broken into the Fun House. Snakes, birds, and even flying pigs all stand in Krusty's way. Use a good ol' fashioned custard pie to get rid of them.

Those darn mice are destroying the house! They've chewed so many holes in everything that boiling hot water has started to leak from the pipes — keep an eye out!

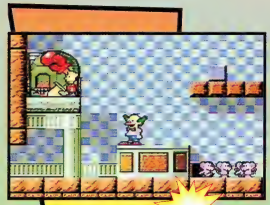
If Krusty accidentally paints himself into a corner, you're forced to exit the room and start all over again. Since



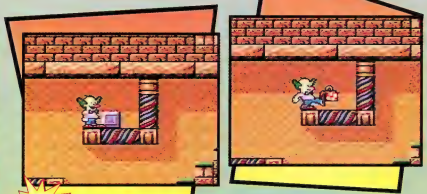
this costs Krusty one life, make sure he has a couple to spare before trying this, or your game could be over before it really starts.

Occasionally Krusty finds an empty bottle like this one just lying around. Each bottle can hold one mouse, but it can be used only once.

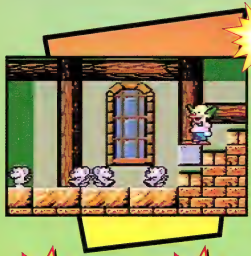
The elevator can take Krusty wherever he needs to go. Look for hidden items and secret rooms near the top.



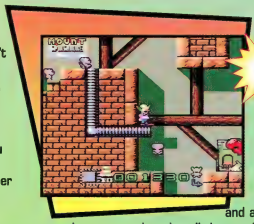
The Simpsons have rather sadistically inventive minds. Take Bart, for example — his "mouse cruncher" trap isn't something found in normal hardware stores.



There are many different prizes in these blocks. Some items help you fight, while others open secret doors. And don't forget that some rooms can't be completed without finding all of the prizes.



Since mice can't climb over two stacked blocks, use blocks to keep the mice confined to a small area. You can even push them all together into one big mouse if you stack the blocks correctly.



In later levels the pipes become a growing part of each room's puzzle. Sometimes mice need to be sent through them to reach the trap, and at other times the pipes return the mice all the way back to the beginning of the puzzle.

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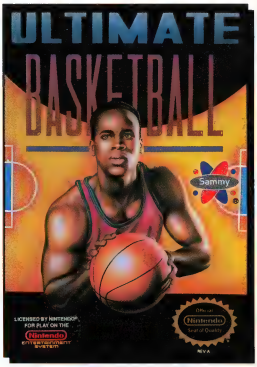

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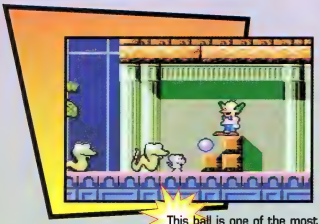
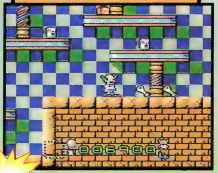


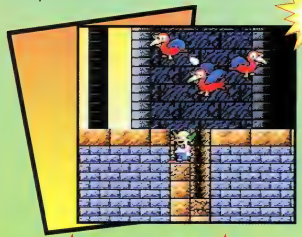
This ball is one of the most valuable prizes you can find in the blocks. It's a much better weapon than a pie, and it can clear out certain bricks to reveal secret passages.

Sometimes it's necessary to place blocks in midair in order to build stairs to higher platforms. Stand on the far side of a platform until Krusty begins to lose his balance, then place the block.

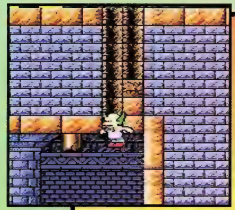


Bonus rooms can occasionally be found if you kick the right blocks. Inside you'll find loads of prizes, such as horns, mugs, and extra lives.

Use the spring to reach places that would otherwise be too high. Be careful when you begin to fall back down, though — if you miss the spring from a great height, you may lose some energy.

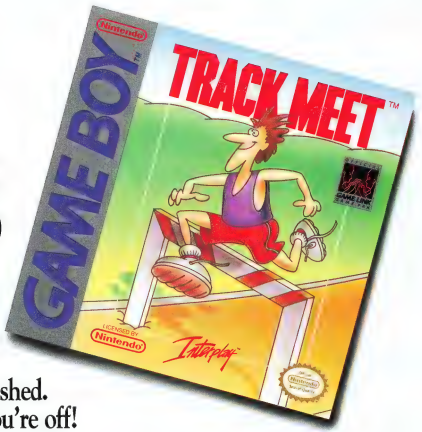


These disappearing blocks can cause Krusty a lot of trouble — they fall out from under his feet as he walks across them. Sometimes you must get rid of them to open up a passage to another area.



GP

BLOW THEIR SOCKS OFF.



You're in the blocks. The coliseum crowd is hushed. The starter gun cracks. You're off!

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NINTENDO OF AMERICA
SUPER NES

A Zelda Zoo: The Overworld Monsters

Chris Slate

By now, almost everyone who owns a Super Nintendo has bought *Zelda — A Link to the Past*. We provided a preview of this game in our April issue (Vol. 5, No. 4) using the Japanese version. But now that the North American *Zelda* has landed in stores, we've got lots of tips for you. "A *Zelda* Zoo" is the first of a three-part series that will cover enemies, items, and secrets in this enormous game.

"A *Zelda* Zoo" gives you in-depth, easy-to-use information about every creature that lives above or below the Overworld. Along with a picture of each creature, you can find out where it's found. Its Defense Power (DP) is indicated by swords — a creature's DP rating is equal to the number of hits it takes to kill it (using your uncle's sword). AP stands for Attack Power and shows (in hearts) the damage that one of its attacks can do to you. Also listed is the creature's Weak Spot (if it has one), along with brief notes and strategies.

Look for the other *Zelda* strategy features in our August and September issues. Next time, we'll list the special items — what they do, where they are, and so on. And in September, we'll uncover Hyrule's best-kept secrets — such as where the Heart Container pieces and glass jars are hidden, along with other things that you can't imagine! So until next month, get cracking — and good luck!

Nintendo of America: 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052

Ball & Chain Trooper

Hyrule Castle

DP

AP

Weak Spot: None

Wait until he swings his chain, move in, then hit him once.

Blue Knight

Overworld/Palaces

DP

AP

Weak Spot: None

Blocks your attacks with his sword. Try to back him against a wall.

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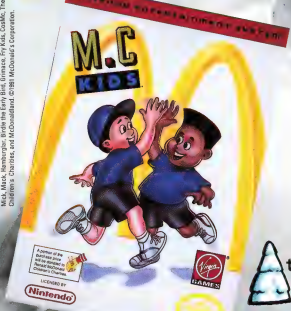

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Green Knight

Overworld/Palaces

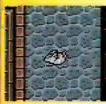
DP ❙❙

AP

Weak Spot: None

Fights exactly like the Blue Knight, but he has less life.

Rat



Dungeons/Caves

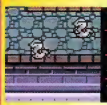
DP ❙

AP

Weak Spot: None

Fast, but very weak. They usually stick to corners and along the sides of walls.

Snake



Dungeons/Caves

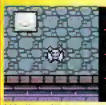
DP ❙❙

AP

Weak Spot: None

Charges you super-fast if you cross his path. Let him come for you.

Spider



Dungeons/Caves

DP ❙

AP

Weak Spot: None

Wait until it stops moving to attack. It can follow you into water.

Spear Knight

Overworld

DP ❙❙❙❙

AP

Weak Spot: None

Attack him from the side. He's super-fast, so don't get caught up in his charge.

Archer Knight

Overworld

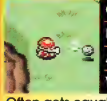
DP ❙❙❙

AP

Weak Spot: None

Freeze him with your Boomerang so he can't fire as you move in close and attack.

Octorock



Overworld

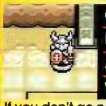
DP ❙

AP

Weak Spot: None

Often gets caught in a constant left/right pattern. Simply attack from overhead or underneath.

Statue Guard



Overworld/Dungeons

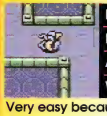
DP ❙❙❙❙

AP

Weak Spot: None

If you don't go near him, he won't attack you.

Evil Plant



Dungeons

DP ❙

AP

Weak Spot: None

Very easy because he's so slow. He can't possibly dodge you or run away.

Skeleton

Dungeons

DP ❙❙

AP

Weak Spot: None

Quickly jumps out of range. Back him against a wall and swing as fast as you can.

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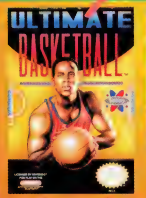

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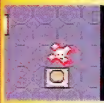
- ☐ *Wanderers From Ys III*™ or
- ☐ *Ultimate Basketball*™ or
- ☐ *Vice Project Doom*™ or
- ☐ *Might & Magic*™

Floating Skull



Dungeons
DP: N/A
AP: N/A
Weak Spot: None

Can't be killed. It won't damage you, but it drains your magic.

Cyclops

Dungeons
DP
AP
Weak Spot: Eye

Attacks only when you go near. Kill any other enemies before tackling him.

Red Cyclops

Dungeons
DP
AP
Weak Spot: Eye

Fights just as the normal Cyclops, but can be hurt only with arrows.

Armos Knights

Bosses of East Palace
DP
AP
Weak Spot: None

Arrows work best if you can shoot around their shields. The lower right is a safe spot. Last Armos Knight turns red.

Red Armos Knight

Boss of East Palace
DP
AP
Weak Spot: None

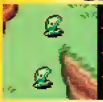
Stick-and-move using arrows. You can hit him only when he lands.

Bush Spider

Overworld Forest
DP
AP: None
Weak Spot: None

Hides as bush until you approach. Take his bush and he drops money everywhere.

Green Slime



Overworld Forest
DP
AP
Weak Spot: None

Shocks you unless you first freeze him with the Boomerang.

Crow

Overworld
DP
AP
Weak Spot: None

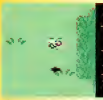
Hard to hit once he starts flying. He flies away after hitting you once.

Field Rabbit

Overworld Forest
DP
AP
Weak Spot: None

You never know where he'll pop up next. If you chop down his grass, he gives up and hands you an item.

Bee



Overworld
DP
AP
Weak Spot: None

Catch the bee with a net, and he helps you when you set him free.

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Crab

Desert/Beach

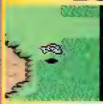
DP ❙❙

AP ♥♥

Weak Spot: None

Very fast, so slow him down with your boomerang before approaching.

Beached Fish



Beach

DP: N/A

AP: N/A

Weak Spot: None

For a reward, pick up the fish and throw him back into deep water.

Vulture

Desert

DP ❙❙❙

AP ♥

Weak Spot: None

While the Vulture doesn't directly attack you, he circles, making it hard for you to maneuver.

Sand Monster

Desert

DP ❙❙

AP ♥

Weak Spot: None

Sand Monsters pop out right underneath you, so keep moving when they're around.

Green Sand Plant

Desert

DP ❙❙

AP ♥

Weak Spot: None

Very slow. Attack them quickly before they go back underground.

Sentry Laser

Dungeons

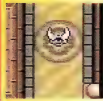
DP: N/A

AP ♥

Weak Spot: None

Duck behind obstacles to block its laser bolts, then run past when it looks the other way.

Sand Crab



Desert Palace

DP ❙❙

AP ♥

Weak Spot: None

Stand behind an obstacle when he fires, then strike twice just as he surfaces.

Purple Plant

Desert

DP ❙❙

AP ♥

Weak Spot: None

Much faster than the green plants. Don't let them pop up under your feet.

Flying Tiles

Dungeons

DP ❙

AP ♥

Weak Spot: None

Stand as far away as you can and wait for them to come to you.

Sand Worms

Bosses of Desert Palace

DP ❙❙❙❙❙❙❙❙❙❙❙❙❙❙❙

AP ♥

Weak Spot: Head

Watch out for flying debris when they surface. Keep moving to avoid getting hit.

Winged Rodents

Death Mountain

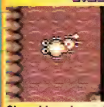
DP: N/A

AP ♥

Weak Spot: None

Very fast, and they easily dodge attacks. You can't kill them, but you can temporarily freeze them.

Mini Moldorm



Death Mountain

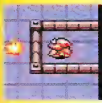
DP ❙❙

AP ♥

Weak Spot: None

Stand back and hit him as he crawls by.

Fire Dino



Death Mountain

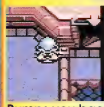
DP ❙

AP ♥

Weak Spot: None

Use your Boomerang to slow him down, then attack with your sword.

Blue Squid



Dungeons

DP ❙❙❙

AP ♥

Weak Spot: None

Bumps you backward when you hit him, so when you attack, watch out for pits behind you.

Red Squid

Dungeons

DP ❙❙❙❙❙❙❙❙❙❙❙❙❙❙❙❙

AP ♥♥

Weak Spot: None

Fights the same as the Blue Squid, but he's a heckuva lot meaner.

Giant Wurm

Boss of Death Mountain

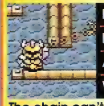
DP ❙❙❙❙❙

AP ♥

Weak Spot: Tail

Gets faster as he gets weaker. Don't let him knock you off the platform.

Gold Ball & Chain Trooper



Hyrule Castle

DP ❙❙❙❙❙❙❙❙❙❙❙❙❙❙❙❙

AP ♥

Weak Spot: None

The chain can't hurt you, so slip between it and the trooper as you fight.

Winged Eye

Hyrule Castle

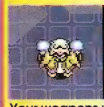
DP ❙❙

AP ♥

Weak Spot: None

Attack it when it stops for a moment. You must usually look closely to spot it.

Agahnim



Boss of Hyrule Castle

DP: N/A

AP ♥ ϟ ϟ

Weak Spot: None

Your weapons won't work against him, so you must knock his own shots back at him.

WINGS 2 is Aces!

Chris Slate

When Austria-Hungary's Archduke Ferdinand was assassinated on June 28, 1914, it set off a chain reaction that resulted in World War I. During the war years, countless battles were fought on land, at sea, and — for the first time — in the air. WWI would show the world the importance of air superiority.

Wings 2: Aces High re-creates those WWI missions. As one of the select pilots known as the Aces, you're trained to carry out three types of missions: dogfights, bombing runs, and strafing missions. Your squadron consists of five brave pilots, each of whom has his own flying style.

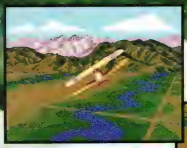
You're given two chances to complete each mission. Survive both tries but fail to accomplish your mission objectives, and you're drummed out with a dishonorable discharge. Remember — it's war out there, and there's no room for mistakes.

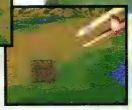
The first thing you notice about *Wings 2* is its beautiful graphics. The landscapes are nicely drawn and the planes fly very smoothly. The music is well done, too — the military-style drum beat matches the game perfectly. The game's only problem is that it can be very difficult, especially when you're just starting out. But as both your plane and your fighting skills improve, flying becomes more and more fun. *Wings 2: Aces High* is a simple, but very good game that challenges your reflexes and your wits.

NAMCO
SUPER NES

Use the password feature to save your game during any of the 20 missions, then go on leave until you're ready to resume your flying career.

Choose a pilot from the barracks before a mission. If he's successful, you can power him up. There are four skills to improve: flying, shooting, mechanics, and stamina.





Back in the old days, fighter pilots didn't have radar to help them navigate; instead, navigation was done by sight. While *Wings 2* is true to the era, you can give yourself radar by pressing Up and the L and R buttons on your controller during the title screen. Do it—radar's a great help.

When your plane is fully powered, you can perform dizzying aerial loops. Make sure you have plenty of room, though, or you could turn directly into an enemy's path!

It's either kill or be killed during a dogfight. If the fight goes on for a long time, your opponent might decide to cut his losses and retreat—but it rarely comes down to that. While enemy fire is something you definitely want to avoid, a more pressing problem is mid-air collisions. Keep your distance!

Bombing runs are perhaps the easiest of the three missions. If you're flying at the highest altitude, wait until the target is just in front of your propeller, then drop a bomb. It should be on target.

The strafing run is the third type of mission. It's very hard to get in front of your targets in these missions, but most of them don't require you to hit every enemy.

GP

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CAPCOM/NES

DARKWING DUCK

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A mysterious and terrifying crime wave has stricken St. Canard, and the city is held hostage by F.O.W.L., the Fiendish Organization for World Larceny. Wolf Duck, Moriarty, Bushroot, and other known F.O.W.L. operators have been stealing everything they can get their grubby hands on. Their leader, the infamous criminal mastermind Steelbeak, must be behind it all.

Only the agents of S.H.U.S.H., a government agency so secret no one knows what the initials stand for, have a prayer of putting an end to this madness. And when the going gets *really* tough, even S.H.U.S.H. has to get help: It calls on one whose name is spoken in whispers, the terror who flaps in the night, the winged scourge who pecks at your nightmares — Darkwing Duck.

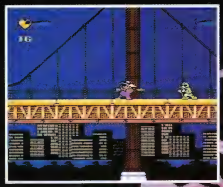
Yes, the web-footed crimefighter of Disney's popular syndicated cartoon show is now the hero of a great seven-stage action game for your NES.

One of the best 8-bit games released so far this year, *Darkwing Duck* is a good choice whether you're a fan of the fowl's cartoon or not.

Jeff Lundrigan

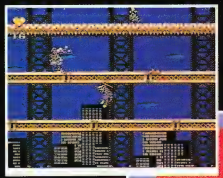
You can play the first three stages in any order. New Bridge is easiest, so head there first.

Find the first bonus stage by firing at the wall from this platform and looking for the large "Go." However, when you complete a bonus stage, you return to the last continue point — so think before you "Go."



Pulley setups like these crop up throughout the game. This first set isn't too tricky, and you should get the hang of it without much trouble.

One good technique is to stand in front of a F.O.W.L. agent and block his shots with Darkwing's cape shield, then quickly lower the cape, shoot him a couple of times, and raise your guard again.



Beating Quacker Jack would be simple if his buddy didn't keep tossing deadly banana peels. The secret is to keep moving: With Jack a level above or below you, run just behind him, grab the girder, then leap to the same level while shooting.

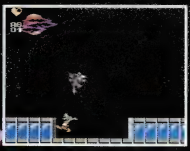
Next, take on Wolf Duck. Enemies with flamethrowers pop out of the ground occasionally — watch for them, duck, then shoot.

Darkwing's most useful special gas is the Arrow Gas, which can help you grab bonus items. The other gasses, Heavy Gas and Thunder Gas, only occasionally come in handy.

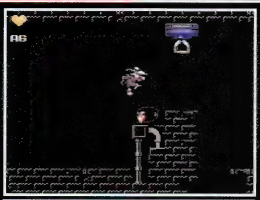
Turtles are invincible inside their shells. Get close and watch for one to sneeze, then immediately jump, shoot, and jump again to dodge his shell coming back.

Robot balloon ducks seem tough, but they've got a weak spot — the flashing bulb on top of their heads.

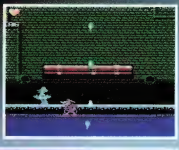
Wolf Duck can be hurt only when he's in his skinny normal duck form. Jump or shoot the crates that he throws in his Wolf Duck form and wait for him to change. When he does, shoot him and jump over him when he charges — he's thin, but he's fast!



As you make your way through the sewers to fight Liquidator, use Arrow Gas to take this right-hand tunnel. It leads to a tricky side room with a first-aid kit and an extra life. It takes fancy jumping and hanging to avoid the spikes that surround these moving platforms — a preview of things to come.



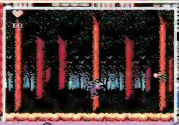
As you go deeper, the lights go out. Get in the habit of taking a few shots every time you hop onto a new level. When those ghosts rise, it's easier to jump 'em than fight 'em.



This hangar is standing right where you need to land. Scoot over until it's barely on-screen. Then hang below the platform and shoot — its shots should pass right over you.

Liquidator lives in the deepest sewers. Stay under the center platform and constantly shoot at him, then jump and hang to let him pass by. When he calls fish or bubbles out of the water, stay put until they arrive on-screen, then shift right or left just enough to let them by. Fish go straight up; bubbles float back down at an angle — but they should both miss you.

These rabid flowers in the woods market tough enemies. When you jump and shoot the flowers, they close off and attack you. Jump and shoot at their stems. Four shots and the flowers permanently wilt.



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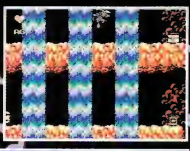
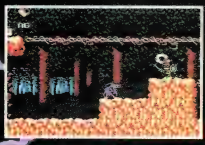
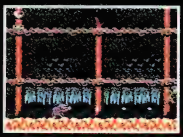
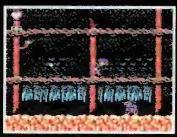




As you cross this falls, take the high road if you can — there's a first-aid kit waiting above. Since the water often hides gaps in the rock ledge, always jump as you move behind the water.

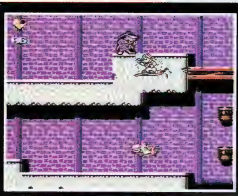
Gopher knights have only one weak spot — you guessed it, their heads. Shoot them once to knock their helmets off, then again to stun them.



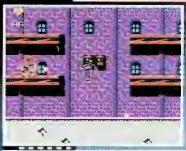


Stay on the ground standing between tree trunks when fighting Bushroot, and let him come down to you. Shoot him, then watch for the trees to throw seeds. Their shots move at set angles, and there are plenty of places to stand where you can't be hit.

These genies are the worst problem in Megaquit's warehouse. Crawl up on the lamp, ducking and shooting with every step. They can be hit only when they pop out, and you don't have long before they shoot.



Take the high road on the far side of this stage's pulley crossing for an extra life. These carpet flyers are harmless as long as you keep moving forward — they fly right under you.



Megaquit is one of the easiest bosses to beat. Hang from the lamps in the center of the room and shoot him as he moves around from platform to platform. Watch out for the sparks he occasionally throws — hop to the side platforms to dodge them.

Wile going through Moriarty's tower, hang beneath an enemy's platform, then hop up and shoot. If you miss, you can always drop back and hang again. It works especially well with robot balloon ducks, since you jump at the perfect angle to hit their weak spot. Remember, though, that you must hit them twice.

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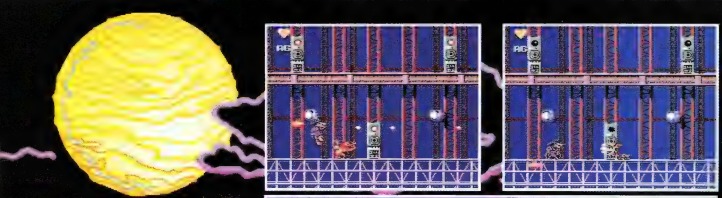
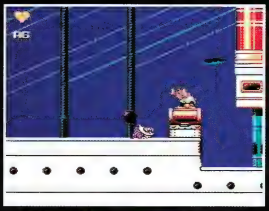


Moriarty seems tough — until you know his secret. Drop immediately to the floor, then hop back up and away from the right side of the left girder so the top flamethrowers can't hit you. Shoot the center flamethrower until it breaks, and when Moriarty goes to fix it, drop to the floor and shoot him a few times. Hop back to the girder before he's finished to avoid his wrench, then shoot the machine again.



While you're on Steelbeak's floating fortress, you find that your cape shield can't deflect cannonballs. Duck them instead, then hop up between shots to stun the gunner.

These F.O.W.L. agents wield their own gas guns. When hit about six times, they burst into flames and come running at you — keep your distance and jump over them.

Steelbeak is a real challenge. Your toughest job is getting up to the top left chandelier, since a pair of attack eggs gang up on you. Ignore any damage you take getting there, then keep jumping and shooting — you should damage his shield *and* destroy new eggs as they appear at the top of the screen.

When Steelbeak's barrier is destroyed, he drops down to the floor, leaving behind a handy first-aid kit. From here, it's pretty simple — hang from the center chandelier, drop down to shoot him a few times, then hop back to dodge the steel plate he throws. Get out of the way if he charges — let him know the stuff of which heroes are made!

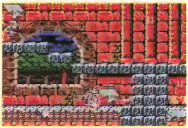
Capcom, 3303 Scott Blvd., Santa Clara, CA 95054

KONAMI
SUPER
NES

Return of the Living Dead

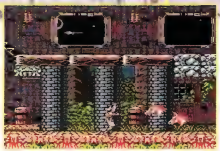
In our Super Nintendo issue (Vol. 4, No. 13), we gave you an up-close view of the first four stages of Super Castlevania IV. *We've played the game a lot since then, and we've come up with a lot of tips that should make defeating Dracula a little easier. There's no way we can cover every tricky area in the game — after all, this is the biggest* Castlevania *game to date, and it's chock-full of tricky spots — but these hints should help you handle some of the troublesome enemies guarding the way to Dracula's lair.*

Stephen Poole



Kneel and whip this wall in level 1-2 to replenish your life meter completely.

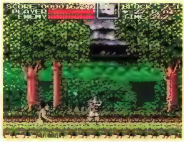
Watch out for the vipers swarming on the ceiling! Be ready to whip straight up as you walk under them.



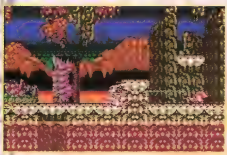
Kneel and whip as you slowly advance toward Mr. Hed. Miss your mark, and he follows you to try to get in another hit.

These wooden sections of floor in level 1-3 flip if you jump on them — or if a winged Medusa head knocks you onto one.

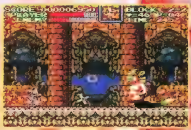
Defeating Rowdain is simple: whip his mount's head while throwing daggers or axes as fast as you can. After you've drained his life meter, the skeletal horse disappears, and he makes a final attack with his sword.



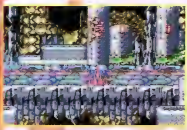
Ghosts rise from the mist-covered ground at the start of level 2-1. One lash from your whip frees them from Dracula's command.



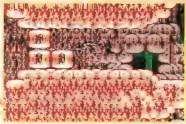
These devilish porcupines attack by curling into balls, then rolling toward you. They can't climb rocks, though, so kneel here and whip away in safety.



Medusa is as ugly as she is easy to beat. Kneel on the left as you whip and throw your special weapon.



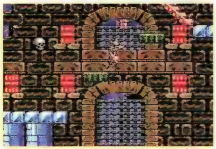
The jagged rocks in this riverbed are fatal to the touch.



Whip these boulders to reveal a hidden treasure room.

Mermen surprise you by springing from the water, but they're not much trouble. If you don't kill them, they dive back into the water after only one attack.

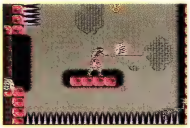
The Orphic Vipers await at the end of level 3. You can avoid their attacks — and get in plenty of your own shots — if you stand on the second platform from the right.



The candle above Simon contains a large heart. Stand as close as possible to the platform's right edge, then whip as you draw even to the candle.

It takes timing to grab this pork chop and jump to safety before the panel flips you to your death. Walk to the edge of the floor, leap straight up, then quickly press Left. When you hit the platform, jump up, *then* press Right.

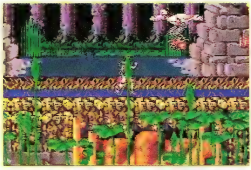
Puweyxil, a floating skull with a sharp tongue, is the boss of level 4. He's easily destroyed by standing to the left and pushing Up on the directional pad as you whip and toss axes.



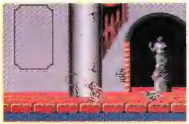
Stand in the middle of this platform and don't whip until you're sure you'll hit these Medusa heads. They don't drain your life gauge by very much, but they can knock you onto the spikes below if you miss.

You ride a gothic elevator in level 4-4. There's a boomerang hidden in the third candle on the right as you ascend. Squeeze into the opening and grab it — it's the best weapon against the next boss.

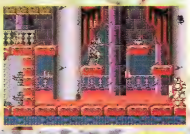
Koranot, the boss of level 5, actually appears before you enter 5-1. Stand in the *exact* middle of the platform and whip him as you toss axes or boomerangs. The only things you need to watch for are rocks falling from the ceiling.



Dracula has even enlisted the forces of nature against you — ducks release parachuting rabbits to harass you as you make your way toward the castle.



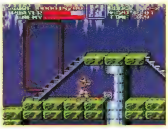
If you whip these demon dogs, they head straight for you when they get back up. Jump over them and they won't be back until they've gone as far left or right as they can.



Be sure to grab this fire bomb to deal with the axe-tossing knights. You can toss it from a platform to avoid their attacks.

This swinging chandelier is a bit tricky. Jump left as the platform swings to the right to give yourself the biggest margin of safety.

You can avoid fighting several of these ghostly ladies at once by scrolling slowly until you get a glimpse of one of them. Then inch forward until she attacks.

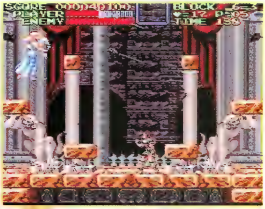


Look for this double-shot power-up under these stairs.

Kneel and shuffle under these groping hands. If the hands don't touch you, the skeletal guards won't attack.

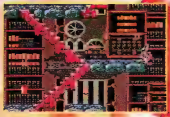
Don't leave this big pork chop behind!

This one-up is one of the few found in the game, and it couldn't come at a better time. The boss you're about to meet is one of the toughest.

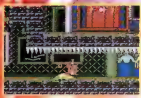


Paula Abghoul and Fred Askare, also known as the Dancing Spectres, are eager to include you in their deathly dance. Stay ahead of them as they dance cheek to cheek, then attack when they pause before rushing you.

You can walk down all these stairs, but plenty of enemies make it risky. It's better to take a leap from the stairs...



...and land safely here.

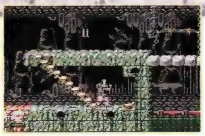


A hidden creature glides under the carpet in level 7-2. To avoid being pushed into the spikes, kneel as soon as you see it coming.

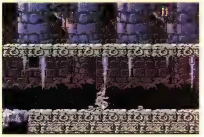
This portrait may *look* like Whistler's *Mother*, but be alert as you walk by. A hand reaches out and seizes you as bats attack.

Kneel to the far left and whip, making sure you leap when Sir Grakul sends flames racing along the ground.

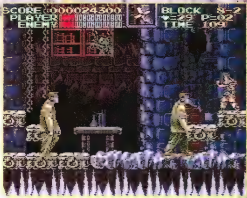
If one of these spiked platforms is descending as the other rises, you'll never get past it alive. Hop on the swinging platform to the left and ride it several times. When you return, both sets of spikes rise and fall at the same time, so you can breeze through.



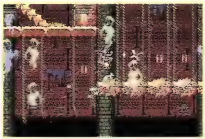
Don't leave this large pork chop behind. Look under the stairs leading to level 8-2.



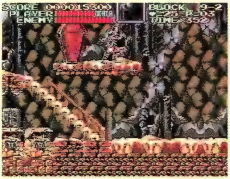
These spikes look deadly, but if you kneel and duckwalk under them, you'll get through with nary a scratch.

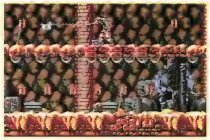


The Monster, boss of Level 8, hurls test tubes that create a deadly mirror image of himself. Whip the tubes before they land and you should have no problem finishing him off.

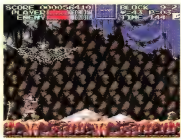


You can't whip all the candles hanging in midair as you dash across the dissolving platforms, but if you throw your boomerang before starting, it reveals a bounty of hearts and treasure.

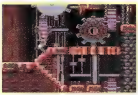




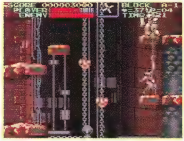
Don't miss this 9-2 treasure room. Climb the stairs to this coffin, then let the magnetic rocks draw you to the right into a room full of candles. Move fast — you have a limited time to reap the bounty.



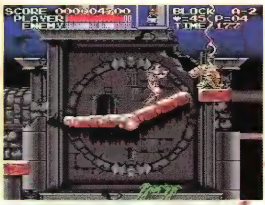
The Zapf Bat guards the exit to level 9. Avoid the fragments that fly from his body each time you whip him.



After you finish level 9, you need to be ready for danger in level A-1. Huge gears come loose from a gigantic clock mechanism as soon as you begin to climb the stairs. Turn tail and head back down to avoid a hit.

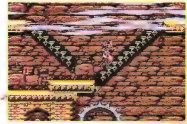


Get on the ledge below this knight and take him out before you ride the chain any higher.



It's not tough to find a safe spot from which to attack Akmodan II. The fire bomb is your most effective weapon.

Don't stop to whip candles as you cross this bridge — bats are chasing you and the bridge is falling from under your feet. If you have the boomerang, toss it just before you start sprinting, and it knocks out all the candles.

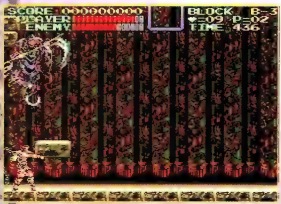


Climb these stairs as quickly as possible. There's a floating circular saw just behind you that's ready to turn you into mincemeat.

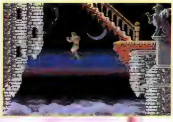
These floating platforms carry you to your destruction if you're not careful. Ride them to the right for a second or two, then start jumping to the left to reach the next level.

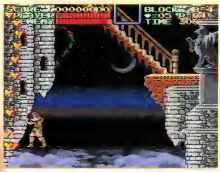
Slogra is the boss of level B. Whip him, then dash under him as he flies into the air. Jump onto one of the stone blocks after he drops his spear, whip him, then leap to avoid his headlong assault.

This winged serpent is *tough*. Attack until he stops moving, then look up to avoid the falling rocks.



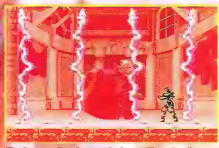
The Grim Reaper is imposing — but not impervious. Stand in the left corner and whip to attack him and destroy his shots. When he moves to the right and throws his sickle, move as far left as possible and kneel — the weapon won't touch you at all.





When it's time to take on the King Daddy of the Underworld, you need massive firepower. Make a leap of faith into the air outside his castle entrance, then make another jump to the left to reveal a hidden supply of hearts, a triple shot, and a boomerang.

Dracula's next tactic is to scorch you with dancing flames. Keep all three of your boomerangs in the air; they should bring down the flames before they can reach you.



Bolts of electricity flash from the ceiling as Dracula weakens. Be sure to get in a few hits as you stand between the columns of energy, but don't get anxious — the end is very near.

Dracula opens his cape and releases a fireball that splits into four shots. Toss one boomerang high and another low, then wave your whip in a circle in front of you to destroy the tiny fireballs.

Victory is finally yours as the sun rises on a new day. Dracula's defeated for now, but no one knows when the forces of evil will arise once again, ready to bring destruction to the world of the living.

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KONAMI/GAME BOY

TINY TOON Adventures BABS' BIG BREAK

The Terror of Toon Town

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089

Selby Bateman

It's Toon time for Game Boy! Your favorite *Tiny Toon* pals — Buster Bunny, Plucky Duck, and Hamton the pig — have arrived just in time to help rescue Babs from the clutches of archfiend Montana Max.

In *Tiny Toon Adventures: Babs' Big Break*, actress-wannabe Babs is headed downtown to the Acme Theater for work. But what she doesn't know is that Montana Max plans to turn the theater into a big vault for his money. You've got to guide Babs' friends past four levels of enemies in order to save her from Montana's plans.

Everybody loves the Toons — their show is the most popular syndicated cartoon in the country — and Konami has done a great job of bringing the little critters into Game Boy action. They hop, waddle, and roll their way across a forest, a city, a haunted house, and Montana's mansion with action that's easy enough for young players but has enough variety to catch the interest of older gamers as well.

Switch between Buster, Plucky, and Hamton throughout the game to take advantage of their different skills. Buster throws carrots at a 45-degree angle — great for knocking off enemies that fly or wait on platforms. Plucky bounces pineapples that ricochet off walls — good for those hard-to-hit enemy locations. And Hamton rolls watermelons — bowling for enemies!

There are a lot of nice touches in this game, and plenty of action. There are even several bonus games to add variety. So grab your Game Boy and go help the Toons!

Your Toons...

Buster Bunny

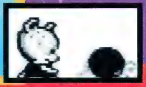
Plucky Duck

Hamton

...And Their Weapons

Buster tosses carrots

Plucky bounces pineapples



Hamton rolls watermelons

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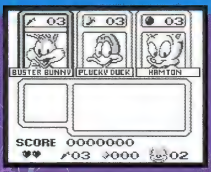
Babs explains each of the four levels before you start.

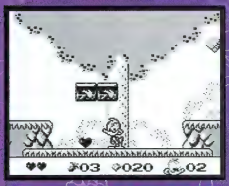


You can switch among Buster, Plucky, and Hamton as many times as you like.

When you jump onto the boxes, carrots, pineapples, or watermelons fall out. Be sure to grab them — you don't want to run out with enemies left to blast.

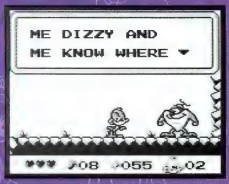
Collect as many gems as possible — you'll need them later for a couple of Toon games.

Want to get rid of a pesky enemy? Just bounce on top of him!

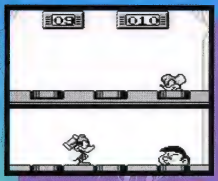


Every now and then a box drops a regular heart or a big heart worth one or up to three extra lives.

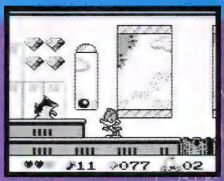
Look for Dizzy Devil in this underground tunnel — he can blast through the mountain that blocks your way.



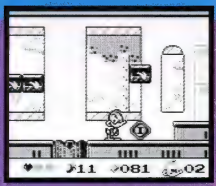
Dizzy, as a tornado, burrows through the ground to the other side of the mountain. It's the only way out of level 1.



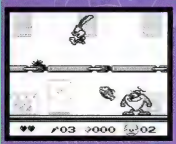
Montana Mash is a rat-bopping bonus game. With the points you get, you earn a prize.



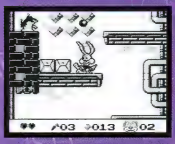
This head spits balls at you that can drain your life. Bounce on top of it before it can spit.



"I" stands for invincible. Find this, and you'll be unbeatable for a few seconds.

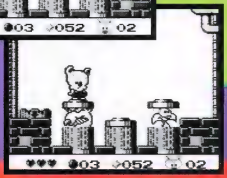


Before you can leave the forest, you must knock enough food into Dizzy's mouth to make him sleepy.

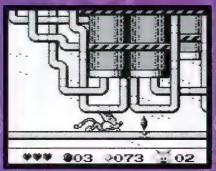


When you reach the city, use Buster's throwing arm to dispense with some enemies.

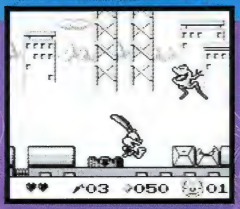
You can win a prize if you defeat Bookworm, Sweetie, or Little Beeper in this race. Be careful — when Little Beeper gets going, he's just about unstoppable.



You need Furrball's help to finish this level, but he'll help you only if you guess into which trash can he's jumped two out of three times. If you're incorrect, you get the Weasel.

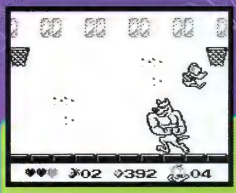


Furrball can crawl through the low pipes so you can get out of the city level.



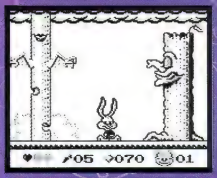
When a frog leaps out of a broken package, jump forward before it can land on you.

No matter how big the enemy, hop on top and it disappears.

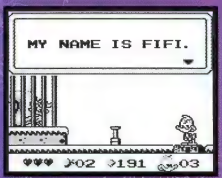


Arnold the Pit Bull won't let you buy unless you beat him. Wait until he poses, then jump on top of him. It takes several hits.

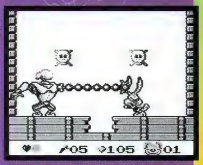
Look in this hidden room for a box containing extra lives — you need one about now!



Free Fifi from her cage and she helps you get past this tree.

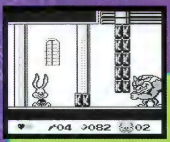


To release Fifi, jump onto the plunger in front of the cage.



Armor, the knight trapped in the haunted house, has a long reach. To defeat him, jump above his arm just before it extends, then repeatedly hop onto his head.

You must defeat Montana Max himself in the final level.



Montana's bodyguard is holding Babs hostage. You must jump over and dunk under the blocks he pushes at you in order to get to him. Max waits for you just ahead.

GP

TANKS A LOT

ABSOLUTE/SUPER NES

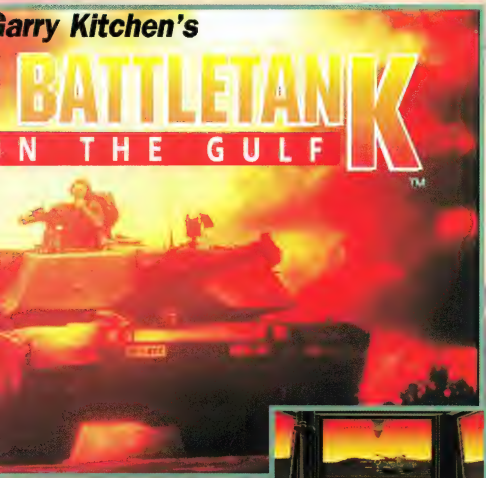
GARRY KITCHEN'S SUPER BATTLETANK: WAR IN THE GULF is a simulation based on last year's Persian Gulf War. While it's not a true simulation — it goes more for arcade action — Super Battletank does give players a pretty good idea of what it might be like to control the mighty M1A1 tank.

With ten desert missions, there's plenty of opportunity to test out your M1A1's capabilities. Among its awesome defensive weaponry is the thunderous 120mm cannon, and for offensive maneuvers it has a temporary smokescreen. If you need something more subtle than the cannon, try the 7.62mm machine gun — a little beauty most valuable when battling the Soviet-built Mi-24 HIND helicopters. Your most impressive weapons are laser-guided missiles capable of tracking down enemies at incredible distances.

SUPER BATTLETANK scores big in several categories, including graphics and sound effects with an almost frightening sense of realism. When the enemy 'copters turn 180 degrees in the immediate foreground, the detail is amazing. So sit back, turn up the volume on your television, and let the boom of the 120mm cannon rattle your living room.

Pay attention to the details of your mission.

Patrick Baggatta



The overhead map should be used when you're forced to drive close to a minefield.

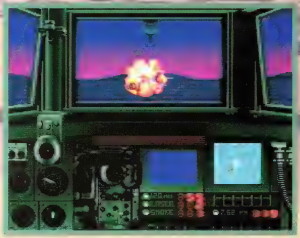
Once they've been located, the SCUD launchers are easy prey.

As the sky changes from day to dusk, depend on your radar to help locate the enemy.

After some practice with your 120mm cannon, you become a real threat.

Keep your ears tuned for the sound of approaching helicopters.

If you're caught in a minefield, slow down and try to take the mines out with your machine gun.



The explosion of an enemy tank at night can create a dazzling light show — happy hunting.

When you see a U.S. flag, rest assured that there is help for you within that region.

After entering the flag area, the computer takes over and makes sure that your tank is repaired and refueled.

The most consistent way to take out the attack choppers is with the mounted machine gun.

A CONVERSATION with Garry Kitchen

To many kids, designing videogames seems like an unobtainable dream job. But Garry Kitchen's been doing it longer than many Nintendo players have been alive!

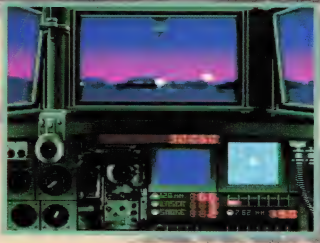
Kitchen, president, CEO, and co-founder (with brother Dan Kitchen and Alex DeMeo) of Absolute/Imagineering design firm, calls himself "an old man in the videogame business." This former videogame Designer of the Year was thinking up hand-held electronic games in the late 1970s and is the man behind the Atari 2600 *Donkey Kong*, a game that earned more than

$1 million for Coleco back in 1982.

Since 1986, the staff of Absolute/Imagineering has designed more than 50 videogame titles, including 30 for Nintendo. Twenty more games are now in development. Among the titles familiar to Nintendo players are *A Boy and His Blob*, *The Simpsons* games, and *Home Alone*.

Kitchen's most recent product is *Super Battletank: War in the Gulf*, the Super Nintendo followup to his earlier NES game, *Battletank*. The game isn't a

When you've wiped out all the enemies in a mission, a previously unseen objective appears. Within this flashing cross lies the mission's greatest challenge.



The first secret objective is a highly active enemy convoy.

It's so pretty that it's almost a shame to blast it out of the sky.

You don't have many of these laser-guided missiles, but with accuracy like this, you don't need more than a couple.

Remember: When things begin to look desperate, head for the nearest refueling station.

sequel, however, as Kitchen is quick to point out.

"We had originally done an NES game *Battletank*, but about the time we were ready to do a Super NES version, the Persian War broke out. We thought it would be more timely to set *Super Battletank* in the Persian Gulf than redo the more generic *Battletank*.

"We did a fair amount of research when designing the game. We wanted to simulate the experience of being in a tank, but not make it boring. [In *Super Battletank*] you don't have to hit 11 buttons and switches to turn on the tank, and you don't have to wade through a 200-page manual before you play. It feels like a tank in action, but it's not dry and dull."

Like most folks in the U.S., the designers of *Super Battletank* were glued to the news during the Persian Gulf war. Some of that news footage eventually made its way into the game, as did actual tank designs and models.

"We based the game on the 100-hour ground war. We watched a lot of CNN [Cable News Network] and looked at books. The missions in the game are based on actual missions starting with the Marines landing in the Kuwait area right through to the battles with the Republican Guard. The missions are basically in the correct places at the correct times.

"We contacted General Dynamics, the makers of the M1A1 tank," Kitchen says, "and they sent us training films and specifications. We looked at the materials, the photos and film taken inside the tank, the capabilities of the weapons, its performance, its speed ... then we tried to design the game around those specs."

Kitchen points out that there are differences between the actual M1A1 tank and the tank in *Super Battletank* that were necessary for playability. For instance, the real tank has a "window" that's only about a inch high. The game designers widened out the view to look like windows. "Our primary goals were for simulation second and enjoyment first," Kitchen says.

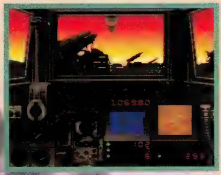
"For the M62 Soviet-made tank, we had one of the guys in the lab build a model either 1/12th or 1/24th scale. The art department put it on a turntable and digitized views of it from 64 angles at 16 different sizes. The result is tremendously realistic. It was a similar thing with the helicopter.

As part of the design team's dedication to realism, it spent a long time working on the simple firing of the tank's gun. By playing a video of the gun frame by

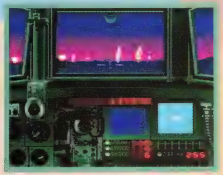
It looks like you've uncovered a dangerous tank bunker.

You can also replenish your ammunition at the refueling stations.

The laser-guided missiles are most useful when attacking enemies that would otherwise be too far in the distance to hit.



These SCUD launchers aren't as defenseless as those earlier encountered.



The glow of the burning oilfield provides just enough light to reveal your enemies' hiding places.

frame, the team was able to reproduce the color of the flame as the gun fires and the way the sky flashes.

"We took liberties, of course," Kitchen says, "because you don't kill anyone — any *people*. There aren't infantrymen running around. We think of it as a vehicle simulator more than a war simulator. That's what we find appealing about it — videogame first, simulator second. If you can drive around and explode some stuff and really feel like you're driving around inside a tank, we've done our job. Around here, we put the game on a big-screen TV, turn down the lights, and crank up the sound — it's really amazing."

That realistic sound was also the result of painstaking work. The design team "sampled" (lifted the sound from other sources) MI treads, gunfire, large gun shells, and other sound effects. The title screen and refueling sequences are sampled off video footage of a base camp and Patriot missiles. The result — what Kitchen calls a "pseudo video" — is a digitized image of a picture that never really existed. Such sampling and digitization will be more and more common as compact-disc games become more popular.

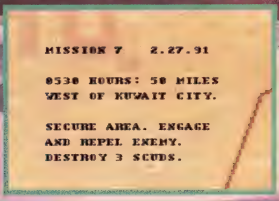
There was some give-and-take in making *Super Battletank*. Kitchen would have liked to give players a choice of vehicles. "We tried to be as historically accurate as possible. From a game standpoint we could have put in more tanks and helicopters, but we took such tremendous liberties with the graphics that there wasn't enough memory to add more. In the end, we decided to go for one, but make it incredible."

Next up for the Absolute team is the Game Boy version of *Super Battletank* with the same format and features. Other 16-bit formats are planned as well, and Kitchen's not ruling out a CD version.

"We're curious to see how *Super Battletank* does in the marketplace," he says. "The Japanese don't really do simulators, so we were shooting at a certain market we knew would be open. It's going to be interesting to see what happens."

LESLIE MIZELL

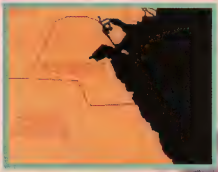
Absolute; 251 Rock Road; Glen Rock, NJ 07452



Here's the basic outline of your mission.

As your game continues, more and more obstacles stand between you and your ultimate goal.

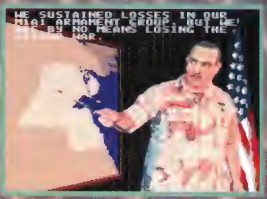
Be sure to use your refueling stations conservatively — you get only one or two per mission, and you can use each only one.



The map shows your location in case you've forgotten where you are.

The smokescreen gives you a temporary cover from fire.

At night, use your radar to help you find refueling stations.



Don't be discouraged if you lose a tank. You should know by now that the United States would never go *anywhere* with just one tank.

Fore!

Brian Carroll

Tee Up with the Latest Golf Games

Videogamers know you don't have to be a touring professional or a card-carrying member of a ritzy country club to play the nation's best golf courses. Regardless of your game system, there are plenty of challenging courses ready to take you on.

And since the PGA season is in full swing, it's a good time to round up the latest simulations for a sampling of their various options. Grab your sticks and hop in the cart — it's tee time!

NES Open Tournament Golf

Nintendo's *NES Open Tournament Golf* maximizes its 8-bit memory capacity by packing in dizzying diversity. With three courses, three types of tournaments, five possible opponents, and seven kinds of lies, you get a lot for your money. And, as you might expect, those ever-present Italian brothers have traded in their plumbing tools for irons and woods.

Highlights are the save-game feature for matches in progress, the varying swing speeds that trade off control for power, and the ability to put top spin or back spin on a each hit.

Most importantly, *Tournament Golf* delivers a thoroughly natural, easy-to-learn interface. You'll be lining up birdie putts in no time.

The game-system caddy in *Tournament Golf* always suggests a club, but you should consider wind conditions, lie, and the hole's layout before deciding which one to use.

As with most golf simulations, three control-pad taps are required — one to start the backswing, one to begin the downswing, and a third to determine whether the ball will slice, hook, or go straight.

Unfortunately, *Tournament Golf* doesn't provide much help once you reach the green — there are no grids or fancy graphics to help you putt.

Pebble Beach

From tee to green, *Pebble Beach* for the SNES is a joy to watch — and often agony to play. **T&E Soft**, the makers of *Waialae Country Club*, has packaged a tough, realistic golf simulation with lush scenery and an eye for detail.

The layout of the actual Pebble Beach course is a monster, and its simulated counterpart is just as unmerciful. You must hit around, over, or through more natural hazards than perhaps the Scots ever intended when they invented the game. But be of good cheer — Tom Kite once notched a course-record 62! Fortunately, you get a fighting chance because the intelligent instruction manual gives you plenty of useful information for each hole.

Game options include Tournament, Skins, Stroke, or Match play; visuals of your shot's trajectory; and the ability to save games in progress.

In a great touch, *Pebble Beach* allows you to draw or fade shots by adjusting your stance.

Unlike most simulations, *Pebble Beach* makes you "fill" a swing meter with a red band to execute your shots. The more red you allow, the more power you get.

Before each putt, a grid creeps across the green to reveal breaks and slopes in the green.

Although you can play just one course, it's a dandy. Tree-lined fairways like #2 leave little room for error.

PGA Tour Golf

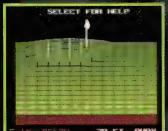
A golf game that carries an endorsement from the Professional Golf Association (PGA) has a distinct advantage over other games. That advantage means that players of **Electronic Arts'** *PGA Tour Golf* get the chance to swing at real PGA tour locations against a field of actual PGA professionals.

This Super Nintendo game's crowning quality, though, is its tournament option. The televised four-round, 72-hole marathon pits you (and up to three of your friends) against a field of 60 top pros —although you never actually see the pros play. You must be a solid player to make the cut, and it's nearly impossible to win. But if you're a steady player, you might get a surprise shot at taking the field.

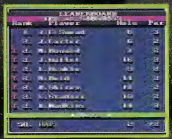
Given 16-bit possibilities, *PGA Tour Golf*'s graphics could be better, but they're enough for an adequate portrayal of the Sawgrass, Eagle Trace, Avenel, and PGA West Stadium courses.

PGA Tour Golf's **fly-by camera is more than just an attractive feature — it can help you plot the best route to the green.**

Using the swing meter is a matter of simple math. Note the distance to the pin, choose an appropriate club, then figure out the power you need based on percentages.



The three-dimensional putting grid gives you a wealth of information on which to base your approach to the cup.



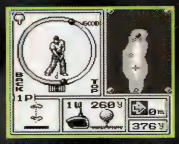
This game boasts what is perhaps the finest tournament in any golf game.

Ultra Golf

Ultra Golf for Game Boy isn't for the weak of heart. Twisting, diced-up fairways and a minefield of hazards make either of this **Ultra** game's two courses a cruel test of perserverance.

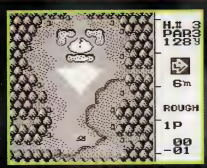
To add to your anxiety, the swing meter for this simulation doesn't allow for much error. You must execute your second and third taps with pin-point accuracy. And, unlike the swing meters in the *Jack Nicklaus* games, this one won't let you put a little extra muster on your long shots.

Although its interface is a bit clumsy, *Ultra Golf*'s creative layouts more than compensate. Too many simulations cut corners by offering the same cookie-cutter courses over and over. It's refreshing to see the innovative courses in *Ultra Golf*.

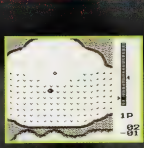


Ultra Golf's **unforgiving swing meter demands a delicate touch.**

If you choose Tournament play — which can last up to four rounds — a leader board keeps you posted throughout.



The Master course's hole #3 is a good example of the kinds of challenges you face. Trees and sand lie in wait.



Your putter is capable of just 20 yards, so compute the power you need according to the distance to the pin.

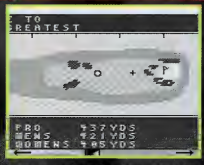
Jack Nicklaus Golf

Tradewest's Game Boy and SNES editions are carbon copies of previous *Jack Nicklaus* editions for the PC and Nintendo.

The graphics in both are crisp and clean — albeit a bit primitive — and game play is elemental. A super-slow swing meter in the Game Boy version makes it the perfect game on which to cut your teeth.

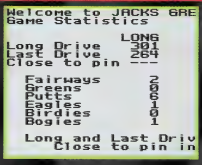
Both versions feature two skill levels and four courses. Surprisingly, the Game Boy edition includes "Jack's Greatest," a composite of the Golden Bear's favorite holes from around the world, while the SNES version does not. Instead, the Super Nintendo game lets you mix and match holes from its available courses to create your own course.

Scoring in both versions is either Skins or Stroke play and up to four can compete. Opponents of varying ability are included so you can chart your improvement.



The overhead view in the Game Boy *Jack Nicklaus* is a valuable stroke saver, helping you plan the most economical path to the pin.

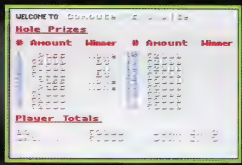
Most putts should be "gimmies," regardless of distance. If you use the golf ball at the top of the screen to account for both the break and angle, you'll rack up birdies with the same ease Jack does.



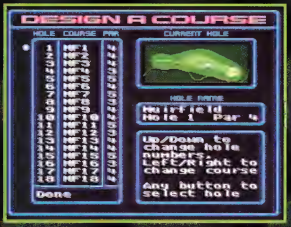
The game-within-the-game is trying to break longest drive records. If you can whack 'em 300 yards or more, you're ready to take on Nicklaus himself.

The key to this simulation is killing the ball off the tee.

Because it uses black and dark blue, the swing meter in the Super NES *Nicklaus* can be very difficult to adjust to visually.

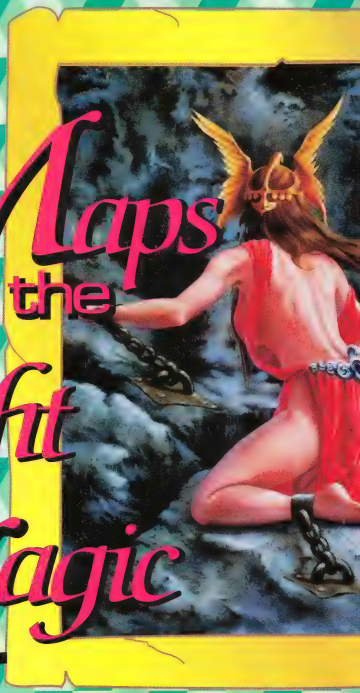


In Skins competition, the cash goes to the winner of each hole.



If play becomes stale, try rearranging the sequence of holes to create your own course.

We've Got the Maps You've Got the Might and Magic



American Sammy
Super NES

It's been days now since Corak the Mysterious vanished without a trace. Up until his disappearance, he had been frantically working on the enormous problems facing the world of Cron. He spoke of wild things, of evil aliens, and the end of the world. Are his theories and his disappearance connected?

After years as a popular PC series from New World Computing, *Might and Magic* has been translated

Chris Slate

for Sega Genesis, Super Nintendo, and NES. Aside from its exclusively first-person viewpoint, *Might and Magic II: Gates to Another World* follows the classic role-playing game (RPG) mold — you fight monsters to gain money and experience, you buy better weapons to beat bigger monsters, and you ultimately save your land from certain doom.

But be warned that this game is *huge*. There's a lot of land to explore and more than enough weapons and items to find. Die-hard RPG players are going to love the challenge, but beginners might want to start on something a little smaller before stepping up to *Might and Magic II*.

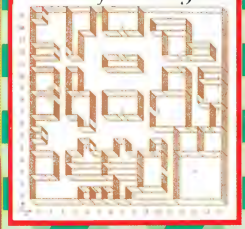
Maps furnished by New World Computing, Inc.

American Sammy, 2421 205th Street Suite D-104, Torrance, Ca. 90501

Guide to Middlegate

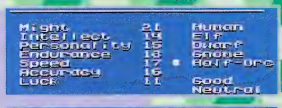
1 - Middlegate Inn
2 - Gateway Temple
3 - Turkan's Training
4 - S.J. Blacksmith
5 - Slaughtered Lamb
6 - Sleepy's Mage Guild
7 - Poorman's Portal
8 - Lock and Key LTD
9 - Travelmoore
10 - Track and Trail
11 - Edmund's Expeditions
12 - Otto Mapper, Esquire
13 - Brain Detoxification
14 - Arena of Middlegate
15 - Passage to cavern below town
16 - Exit to outdoors

Town of Middlegate



Roll the dice over and over again until you're dealt the best possible stats. For instance, if you've chosen an archer, you should try to roll a 21 (the highest number possible) for his accuracy.

You can load up a saved game, create or delete characters, and toggle the game between mono or stereo sound from the main menu screen. If you're just starting out, create a party of six characters first.

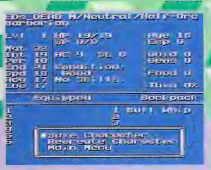


However, stats can be pushed higher than 21 if you include racial bonuses. You can increase the level of a Barbarian with 21-level might, for example, by making him Half-Orc (Half-Orcs are stronger than members of other races).

Guide to Atlantium

1 - Carriage Inn
2 - Eleusinian Temple
3 - Island Training
4 - Drewnhald Ironworks
5 - Boar's Tongue Tavern
6 - Cabalist Mage Guild
7 - The Mystic Portal
8 - Beautify Atlantium
9 - Classic Key Shoppe
10 - The Olympic Trial
11 - Odysseus' Tongue
12 - Hippomenes & Atlanta
13 - City Jail
14 - The Colosseum
15 - Passage to cavern below town
16 - Exit to outdoors

Town of Atlantium



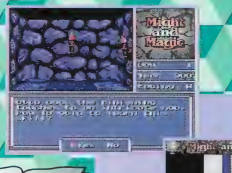
Once you've decided your character's basic outline, the rest is automatically filled in. Study the information on this screen to decide whether to save your character or scrap him and start over.

The game begins at the Middlegate Inn. You can always return here and save your game by signing the registry. If you should meet an untimely fate, return here and resume at the point you last saved a game.

A visit to the arena won't accomplish much unless you have an arena ticket.

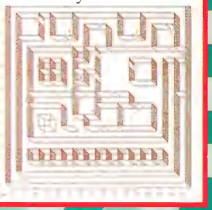
The map screen displays an overview of your surroundings — a great help when exploring the town.

There are lots of locked doors in town, so be sure to visit the "Lock and Key Ltd." early on.



"Otto Mapper, Esquire" should also be one of the first places you visit. For a small fee, Otto trains you in cartography so your party can keep a detailed map of its travels.

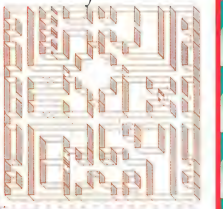
Town of Tundara



Guide to Tundara

1 - Tundaran Arms Inn
2 - White Dove Temple
3 - Enhancement Center
4 - Thundrax Weaponry
5 - Lucky Dog Saloon
6 - Mystical Mage Guild
7 - La Porte
8 - Polar Passage Portal
9 - International Market
10 - Saracen's Denial
11 - Columbus' Sextant
12 - Passage to cavern below town
13 - Exit to outdoors

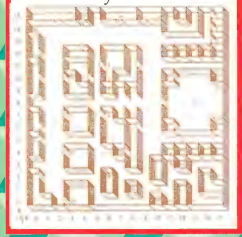
Town of Vulcania



Town of Vulcania

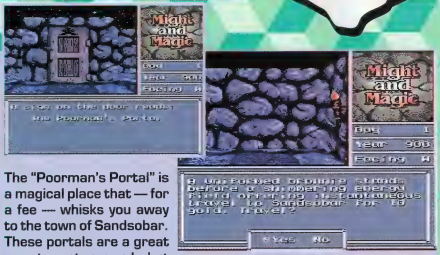
1 - Hotel Four
2 - Vulcan Temple
3 - Training Academy
4 - Bestway Blacksmith
5 - Belinda's Bar
6 - Blackrock Mage Guild
7 - Vulcanian Transport
8 - Vulcanian Export Co.
9 - Lava Locksmith
10 - Proficiency Expert
11 - Disembowlments 'R Us
12 - Sergeant Pain School
13 - Element Statues
14 - Passage to cavern below town
15 - Exit to outdoors

Town of Sandsobar



Guide to Sandsobar

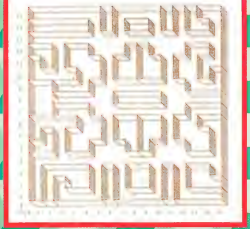
1 - Hourglass Inn
2 - Temple Benedictus
3 - Sheik Training Arena
4 - Big Al's Accessories
5 - Red Lantern Tavern
6 - Whirlwind Mage Guild
7 - Sirocco Portal
8 - Portal Dune
9 - Fitpro Locksmith
10 - The Embassy
11 - Sly's Opportunities
12 - The Sandy Dunes
13 - The Wizard's Eye
14 - Monster Bowl
15 - Passage to cavern below
16 - Exit to outdoors


Might and Magic
Day: 1
Year: 998
Facing: N
If you do the book reader the Poorman's Portal
A Wayfarer Orbuine extends before a shimmering doorway. Mysterious travel to Sandsobar for 10 gold. Travel?
Yes No

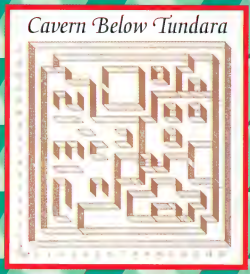
The "Poorman's Portal" is a magical place that — for a fee — whisks you away to the town of Sandsobar. These portals are a great way to get around, but you can avoid a lot of confusion if you wait to visit until you actually have business there.

Venture into the forest after you've thoroughly explored every corner of Middlegate. Many creatures approach you, but not all wish you harm.

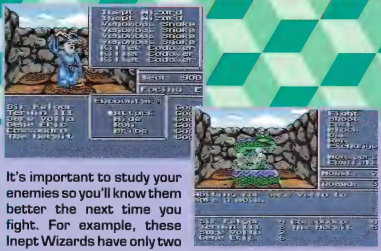
Cavern Below Middlegate



These road signs are very helpful as you make your way from one place to the next. Sometimes they point the way toward other interests, such as a circus.

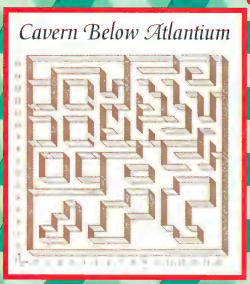


Occasionally a weird message pops up while you're traveling. No matter how obscure it seems, write it down — it will no doubt prove useful later on.



It's important to study your enemies so you'll know them better the next time you fight. For example, these Inept Wizards have only two 2 hit points, with an armor class of 2. The Venomous Snakes have 12 HP with an AC of 3, and the Killer Cadavers have 30 HP and an AC of 6.

Just outside of Middlegate you're asked if you'd like to jump into a "Magic Monster Pit." Before you answer with a resounding "No," consider all the experience and money you could earn.

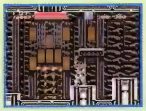


REVIEW

ASMIK SUPER NES

Xardion

Matthew A. Firme



Asmik's latest, *Xardion* for the Super NES, puts you in charge of a futuristic peace-keeping force. The three planets of the Alpha-1 solar system were locked in a seven-month war when powerful invaders from the experimental planet NGC-1611 decide to take advantage of the confusion and seize all of Alpha-1. Faced with this commanding new threat, the three leaders of the Alpha-1 planets settle their differences and band together to drive out the invaders.

Since he's the only robot who can shoot enemies overhead, Triton is the most useful of the three.

On Triton's homeworld, Oceansphere, you encounter a giant octopus — but you can't battle it until you've found Xardion.

A robotic champion is chosen from each planet and sent into battle. The three must destroy the invading forces on their homeworlds, then journey to NGC-1611 to eliminate the enemy's power source. Along the way, they must also locate Xardion, the legendary cyborg — the ultimate fighting machine.

As you battle the bad guys, you can choose to play as any of the three robots. Each builds up strength and hit points as it fights, and it also finds essential power-ups. You'll probably play as Triton, King of the Sea, most of the time. His ability to shoot straight overhead often makes him invaluable.

Beneath the frozen plain of Hollowsphere is a treacherous jungle labyrinth. If you fall from one of these leafy platforms, you fall back to the beginning of the stage.

But all three robots are important at different points in the game, and knowing which weapon or power-up to use in a given situation is vital. Both the ability to switch characters and the number of weapons at your disposal add a lot of strategy to the game, lifting it above the average shooter.

The mighty Xardion, towering above these little paratroopers, is a regular fighting machine. Without his power, your efforts are doomed to failure.

But one thing keeps *Xardion* from being a *great* game — it's just too easy. Although you'll enjoy yourself as you play, the battle ends much too soon. If there were only a few more levels to the game, it would earn a higher rating. Of course, if you've rented *Xardion*, a quick finish can be a plus. But if you buy it, you might not get enough challenge for the money.

Alcedes looks like a big chicken, but he's pretty tough — especially once he finds the Barrier weapon that gives him temporary invincibility.

GP

GOOD

6

Asmik; 50 North La Cienega Blvd.; Suite 214; Beverly Hills, CA 90211

TENGEN
NES

Tengen, 675 Sycamore Drive; Milpitas, CA; 95035

RBI Baseball 3

Lance Elko

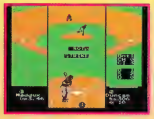
For baseball purists and true major league fans, Tengen's latest *RBI Baseball* installment is probably the best 8-bit simulation on the market. There are other NES baseball titles available that offer more thrills, more pizazz, and better arcade play, but none can claim a license from the Major League Baseball Players Association. What this means is that you play with real teams, real players, and performances based on real stats.

After selecting your teams, name the starting pitchers — The Rocket against Dave Stewart is a good matchup.

Here's a classic confrontation: Clemens against Rickey Henderson.

In this Cubs-Reds game, the runner tries to score — looks like he's a dead duck.

The lack of frills and gimmicks in *RBI 3* is balanced by straightforward baseball play with all ...er... *most* of the game's rules in force. While *RBI 3* is virtually identical to *RBI 2* in both play and graphics, Tengen has broadened the game's appeal by adding the 1990 player stats for all 26 major league teams, plus the squads — with stats, of course — for all American and National League division championship teams from 1983-1989.



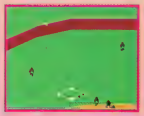
If you take a pitch, *RBI 3* lets you know whether it's a strike or ball, and how fast the pitch is. When your pitcher's fast ball starts to slow down, it's a good time to go to the bullpen.

After selecting a team, you choose your lineup (the default lineup is a good choice) and your starting pitcher. Stats for hitters consist of Batting Average, HRs, Position, Hand (left, right, or switch/hitting), and Speed. Pitcher stats include Hand (left or right, and sidearm) and Earned Run Average.

Performance is based on stats — a .203 hitter won't make contact as often as a .315 hitter, and pitchers with lower ERA's are tougher to hit. One noticeable flaw: After fouling off a two-strike pitch (with a full swing, not bunting), we were sometimes called out.

RBI Baseball 3 has little flash — instead it offers solid, jump-right-in-and-play baseball.

Player substitutions are easy to make — here the Cubs' Paul Assenmacher relieves Greg Maddux.



This hit is off the wall, good for at least a double.

GP

CAPCOM
NES

Capcom, 3303 Scott Blvd, Santa Clara, CA 95054

Gold Medal Challenge

Vince Matthews

With a turbo controller, (above) you can not only keep up with the competition, but you can also leave it behind. Without turbo (left), you're sunk.

The agony of defeat

The swimming events are the most difficult. Remember that swimmers aren't fish — if you don't sur-face for air, you'll drown.

While you're waiting for the Summer Olympic Games to get underway in Barcelona, you can try your hand at 17 different Olympic contests with *Gold Medal Challenge*. However, unlike the *real* Olympic games, you won't need much training or skill to compete. To make your player run, swim, jump, or lift, you simply keep pressing the buttons. The faster you press, the faster your player runs, swims, jumps, or lifts in events ranging from gymnastic vaulting to weightlifting.

There's so much button-pushing, in fact, that it's a real occasion when you use the directional pad. In the track events, for example, you build running power by pressing the A and B buttons, but you actually start the runner with the directional pad. And in the shotput and long-jump events, you use the directional pad to angle your throw or jump.

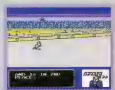
In the one-player mode, you have a training option and play against the computer. With the two-player mode you take on a human opponent. But no matter who you compete against, you're going to improve your score if you use a controller with a turbo option. If you try playing *without* turbo, you'll wind up with a sore finger and sour attitude.

There's nothing new in *Gold Medal Challenge* ... it's a push up the directional pad here, a push down there.... If you're a fan of multi-event games, you probably already have something in your NES library that's as good as this button-mashing fest. But the tie-in with the Summer Olympics raises its interest value — at least until the torch goes out in Barcelona.

There's an awards cere-mony after each event. You get both a medal and record status if you qualify in the top three.

GP

Another world record set with the turbo pad.



Since the marathon is a computer-controlled intermission, you must sit through the whole tedious thing.

Ultra; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4510

World Circuit Series

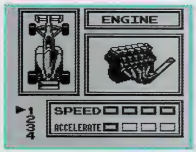
Lance Elko

There's a lot to like in Ultra's *World Circuit Series*. The game takes a no-nonsense approach — you select a car and a racing team, take some practice runs on different tracks, try a few single races in competition, qualify for position, then hit the circuit.

The designers elected to use an overhead view throughout the game, quite different than the more standard behind-the-wheel or three-quarter cutaway perspectives. It works well — especially on the more twisting, turning courses. When sharp curves loom ahead, the screen displays an arrow so you can anticipate the direction and sharpness of the curve.

Curve ahead? The game displays an in-dicator arrow that shows direction and sharpness of the curve.

But you need more than arcade skills to win the circuit. In fact, there are several strategic considerations. You must choose from one of three cars, the Formula 3, F-3000, or the powerful Formula 1, each of which has unique handling abilities. After studying the track you'll be racing on, you can customize the engine, transmission, wing, and tires.



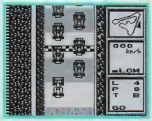
If you create your own team, you must make tradeoffs — in this case, if you increase your engine speed, you lose some acceleration. Customize only after you study the track on which you're racing.

Think, too, before you select or create a racing team — depending on the car you choose, this can mean differences in acceleration, shifting, and performance on low-, medium-, and high-speed courses. Pit stops are important. Make one too many, and it can cost you the race, but ignore a "Tire" warning, and you can fall hopelessly behind.

Run off the track too often and you'll need to pull into the pit for tire repair and changes. Stop too often, though, and you'll fall way behind.

World Circuit Series, with 25 Formula One world courses, support for up to four players with the Four Player Adapter, and good, straight-ahead racing action, is a great choice for Grand Prix fans.

GP



After qualifying, you're assigned pole position. Here, we're at #8 at the start of a circuit race in London — a twisting tortuous course.

FCI
NES

FCI; 150th East 52nd Street; New York, NY 10022

Dragonstrike

Stephen Poole

Most AD&D videogames are complicated affairs. You must constantly build hit points, draw maps, memorize spells, worry about character advancement, and much more.

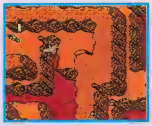
But you won't find all that in *Dragonstrike*, the latest AD&D title from FCI. This game is nothing more or less than a shooter, and a pretty good one at that. The game is set in Ansalon, where evil dragon armies have invaded. As a new knight, the task of repelling the invaders rests solely on your — and your dragon's — shoulders.

You fly a gold, bronze, or silver dragon. All three are rated for speed and health, and all are armed with two breath weapons. The gold dragon, for example, can shoot either a cone of fire or a cloud of blistering chlorine gas. The strengths of each dragon's weaponry can be compared using a bar chart under each dragon.

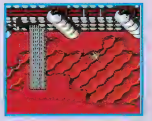
Each dragon has its own strengths and weaknesses, so try to pick a mount that best suits your style of combat.

You can "dogfight" at high or low altitudes. Press Up on the directional pad to climb and Down to dive. To take out ships and soldiers, you must fly low so your weapons can reach their targets. If you hit a tree or cliff while flying low, however, you lose valuable health points.

The original *Dragonstrike* computer game was a flying simulator, and the viewpoint was from the dragon's back. The NES *Dragonstrike* is much more a standard shoot-and-scroll game in the *Twin Cobra* mode — although it's a lot more fun seeing a dragon flap its wings and blow out billows of fire and gas than watching a helicopter. It would have been nice if FCI had been bolder and translated the unique earlier game, but flying and shooting fans should find that *Dragonstrike* suits them fine.

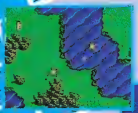


Canyons are some of the most difficult areas to navigate.



Fly low toward this castle, quickly rise up and fire, then return to the safety of the ground.

The icy southern lands are heavily guarded by troops and ships.



The worst thing you can do when tangling with an enemy dragon is to let it get behind you.

After each victorious mission, your progress is displayed on this map.

GP

KEMCO
SUPER NES

Kemco; 8415 154th Avenue NE; Redmond, WA 98052

Top Gear

Chris Slate

You can customize *Top Gear* to your own specifications. Beginners should choose the white car and give it an automatic transmission.

With so many racing games available for every game system, it's hard to get excited about any new ones. Most of them are just the same old thing with a few minor changes. You might have given up on racing games — after all, if you have one, you have them all, right? If that's your attitude, you haven't seen *Top Gear*.

Before a race begins, you're given a track statistic sheet which shows the record time for the course, its distance, and how many laps you must race.

While even *Top Gear* doesn't introduce anything really new to racing games, you won't find the normal features better utilized. If you've ever played a racing game and found it had only one good thing going for it, that one thing is probably a feature in *Top Gear*.

There's a two-player mode in which you race against a friend for an entire season. The racer ranked highest in the point standings after the last track is the world champion.

Top Gear does just about everything right. The two-player mode is especially fun, and the password feature allows you to race a long season in more than one sitting. If you want a great SNES racing game to impress your friends, try *Top Gear*.

You can't damage your car by hitting obstacles, but you do come to a full stop after a collision. If this happens near the end of a race, use your nitros to catch up.

Use your first nitro as the other cars begin to spread out just after a race begins — you can grab a quick lead.

Letting off the gas for a second slows you down enough to take a tight curve — most of the time. Hitting the brakes usually slows you down too much.

After each race you're shown the world ranking. The number of points given to each competitor is determined by his performance in the race. If you want a chance to race in other countries, you'd better stay near the top of the list.

GP

Tough courses are made even harder when the sun goes down. Your headlights don't reveal much of the track, so you must rely on shadows and other cars to get your bearings.

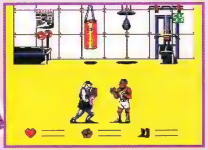
AMERICAN SOFTWORKS
SUPER NES

American Softworks; 228 East 45th Street; New York, NY 10017

Power Punch II

Matthew A. Firme

This game was originally planned as a kind of sequel to Nintendo's *Mike Tyson's Punch Out!*, with Tyson battling boxers from all over the galaxy. But obviously a Mike Tyson tie-in isn't a good idea these days, so American Softworks changed the name of the cart's hero to Mike Tyler and released the game as *Power Punch II*.



If you can hit your trainer's gloves each time they light up, you build stamina, speed, and power.

Even with the name change, *Power Punch II* is obviously meant to be a *Punch Out!* follow-up. You view the action from the same behind-your-fighter angle used in *Punch Out!*, and your opponents attack with patterned moves rather than strategy. Spotting those patterns is the key to success — just as it is in *Punch Out!*.

Power Punch II does add a few new touches, however, most notably an opponent list of intergalactic aliens. You can also train to increase your stamina, speed, and power — but although this training is important, it's not very entertaining. You just stand toe-to-toe with your trainer, punching his gloves when they light up.

Since they're more alike than different, it's hard not to compare *Power Punch II* and *Punch Out!*, and, unfortunately, *Power Punch II* just doesn't measure up. The graphics are bland, and *Power Punch II* lacks the personality of *Punch Out!* The fighters you face may be challenging, but the overall look and feel of *Power Punch II* keep it from rating above average.

GP

The first opponent you face is 9763 Borg, a human cyborg. It's not tough to avoid his blows, but if he does hit you, you know it.

As this round card girl demonstrates, beauty isn't the same all over the galaxy.

Even the toughest intergalactic contenders agree that Mike Tyler throws a powerful punch.

Derec Nodden is very strong and loves to use punishing body blows. Stick and move — and cover up if you can't get out of his way.

REVIEW

SUNSOFT
GAME BOY

Sunsoft; 11165 Knott Avenue; Cypress, CA 90630

Blaster Master Boy

Chris Slate

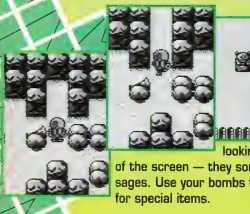
The bombs that you use can hurt you, too, so don't hang around too long after you've armed one. Because of this, it's a bad idea to rely on bombs in close-quarters combat — use your gun instead.

The radioactive energy that's slowly destroying everything on Earth seems to be coming from the Earth's core. Mankind's only hope lies with Jason, the young hero who saved the day in the NES version of *Blaster Master*. His trial won't be any easier this time, but if he can survive all nine underground areas, Earth might have a chance for survival after all.

Each level consists of a maze that Jason must explore to find an exit. Naturally, the exit won't appear until he finds its key. He must search the maze, bombing trees and boulders, until he uncovers the key. Once he exits each level, Jason must defeat a mutant boss — usually by luring him into his bombs.

You can find valuable items hidden under rocks, trees, and just about anything else. Use your bombs to uncover them.

Anyone looking for a strict Game Boy version of the popular NES game might be disappointed with *Blaster Master Boy*. In fact, it has nothing to do with the first game at all; Jason doesn't even use his super car. Those of you who enjoyed Jaleco's old NES game *RoboWarrior* will find *Blaster Master Boy* much more reminiscent of that adventure — and will probably up the rating of this game by a point or two.

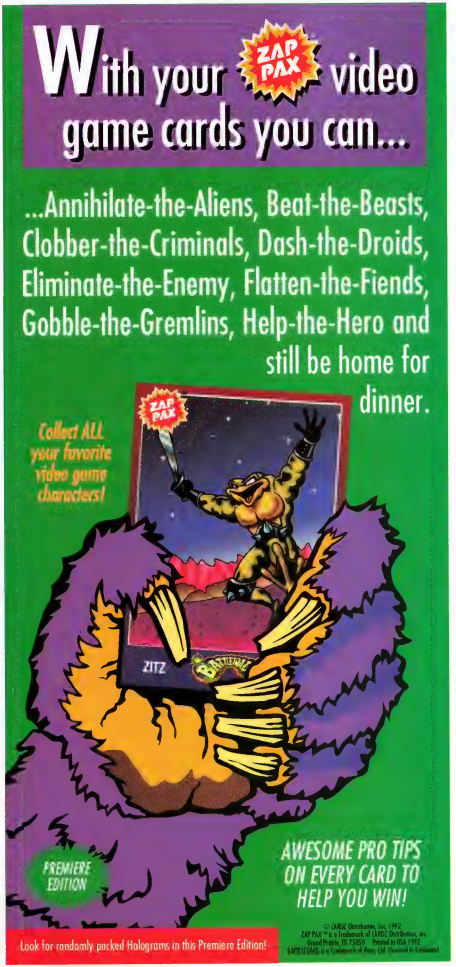


Keep your eye out for suspicious-looking blocks or paths near the top of the screen — they sometimes point to secret passages. Use your bombs to make a door, then look inside for special items.

If you've finished the level but still haven't found the key, start searching near the exit. The key should be nearby.

GP

There's a mutant boss at the end of each of the nine levels. A good strategy is simply to run in a straight line while leaving bombs behind you. As each creature chases you, it runs into the explosions.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ADVERTISER'S INDEX

company	page number
Acclaim/LJN	13
Absolute	5
American Sammy	7, 17
Cardz Distribution	72
Donruss	IBC
Interplay	11, 19
Leaf, Inc.	IFC, 1
Ocean	BC
Virgin Games	9, 21, 33

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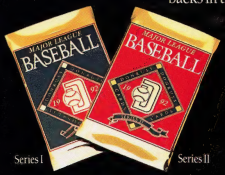

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